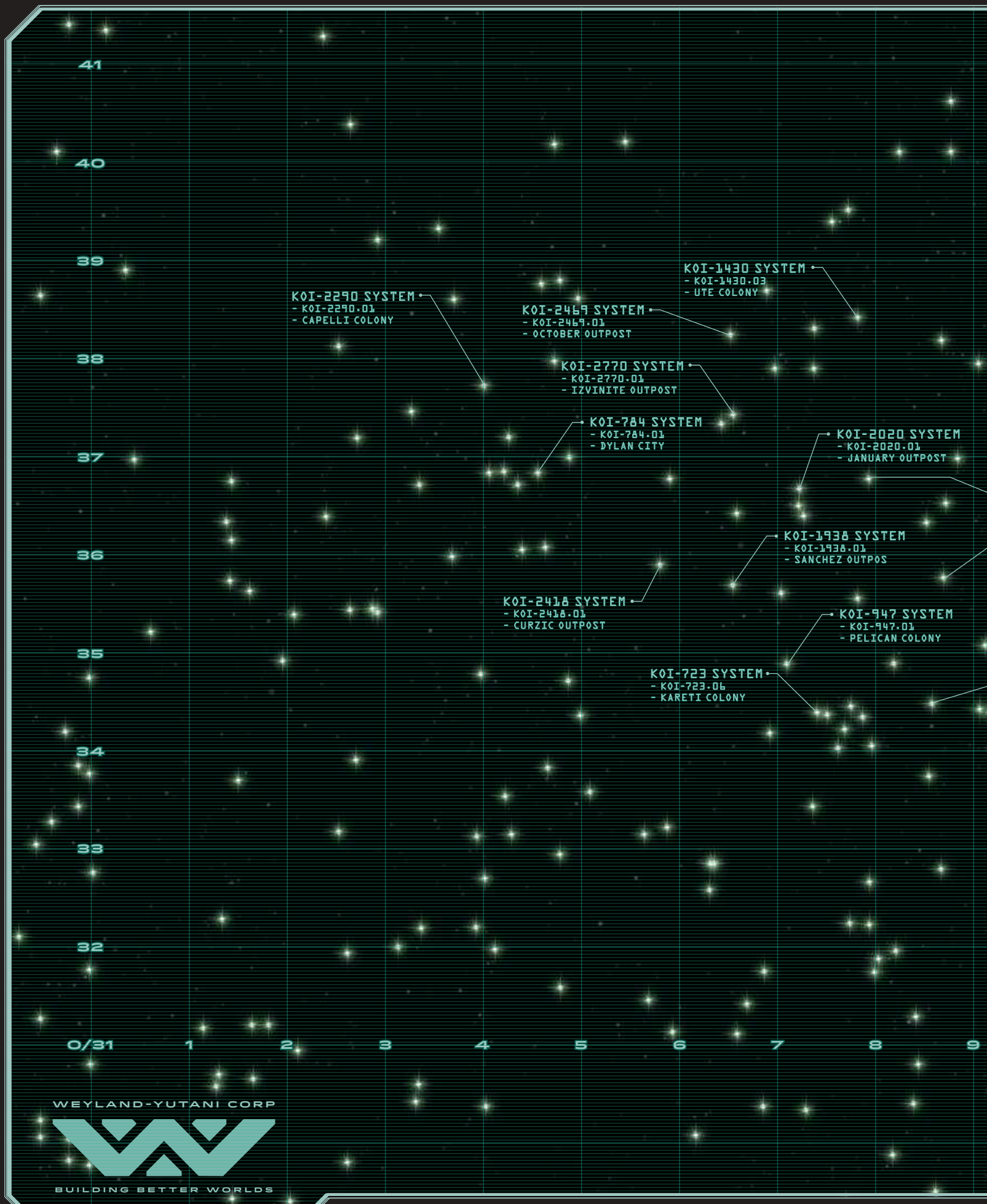
FREE LEAGUE

ALIEN

THE ROLEPLAYING GAME

BUILDING
BETTER WORLDS



WEYLAND-YUTANI CORP

BUILDING BETTER WORLDS

THE FAR SPINWARD COLONIES

2183

ONE SQUARE = 1 PARSEC
(3.26 LIGHT YEARS)

STARSHIP TRAFFIC CONTROL

KOI-1739 SYSTEM
- KOI-1739.01
- JULY OUTPOST

KOI-1404 SYSTEM
- KOI-1404.01
- ARCHIMEDES COLONY

KOI-2650 SYSTEM
- KOI-2650.01
- GORHAM'S COLONY

KOI-1686 SYSTEM
- KOI-1686.01
- NIGHTINGALE COLONY

KOI-323 SYSTEM
- KOI-323.08
- PLATTE OUTPOST

KOI-1361 SYSTEM
- KOI-1361.01
- BLUEJAY COLONY

KOI-817 SYSTEM
- KOI-817.01
- BRAHMS OUTPOST

KOI-610 SYSTEM
- KOI-610.01
- MAY OUTPOST

10 11 12 13 14 15 16 17 18

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PIONEERS WANTED

"Space is a pitch black room—stick your hand out and you might never get it back. Of course, you also might touch god. It's a gamble either way. To not try, however, is to wither and die—only those bold and foolish enough to take a chance will change their lives."

—CAPTAIN J.V. GORHAM, FAR SPINWARD COLONIES, PIONEER, WEYLAND CORP.

All the wonder and danger of the stars is yours—if you can just wipe the grime off your face and dig the dirt out from under your fingernails first. Airless moons circle swirling gas giants, eager to be transformed into tomorrow's paradise. Dark ancient mysteries wait to be unearthed beneath a millennium of debris. Searing solar flares boil your flesh and blacken your bones as you harness their power to light a hundred worlds.

Long lost mysteries lie entombed in the frozen hearts of icy comets. Unstable tectonic plates shift to drown iridium mines in scalding lava. Even the truth of humanity's origins awaits you out there, orbiting some dying star. And out there amongst it all is something truly horrifying—something that nature never intended.

Something alien.

WHAT'S IN THIS BOOK?

This book is a complete campaign module for the ALIEN RPG, giving you all the tools you need to run a full open-world campaign as a pioneering explorer or colonist. This is the second in a series of modules dedicated to the Campaign play mode (as opposed to Cinematic play, see page 19 of the core rulebook). Each campaign module will focus on one main career in the ALIEN universe.

Just like the core rulebook, this book is divided into a Players' Section (Chapters 1–5) and Game Mother's Section (Chapters 6–10). All players are allowed to access the Players' Section at any time—this is your field guide to the weapons, vehicles, and protocols of the Extrasolar Colonization Administration (ECA) and its affiliates. Keep it just as handy as your motion detector, and you might even survive out here on the Frontier.

The Game Mother's section, starting on page 95, is for the GM's eyes only, top secret, hush-hush. Do not venture here if you are to be a player in this campaign. Just don't—you'll spoil the fun for everyone.

"TO FIND AND FORGE OUR FUTURE"

The motto of Earth's Expansion Era into space, "To find and forge the future" is the purview of explorers and colonists. Both paths fall into two categories—the bold and the foolish. Which role will you play on the untamed Frontier? ■

EXPLORATION

Space is infinite and full of possibilities. For a century and a half, humankind has traveled to exoplanets to find new resources and new lifeforms. Yes, you know there are dangers—you aren't an idiot. But the chance to be at the forefront of human expansion in both territory and knowledge is too thrilling to ignore.

THIS IS RUMOR CONTROL

Ask yourself the big questions—where do we come from? What makes the universe work? For the past century humankind has stood on the precipice of the answers to these and other questions about life, space, and our own origins.

Carrying on the legacy of pioneering entrepreneurs Peter Weyland and Hideo Yutani to push the boundaries of human understanding, the company needs inquisitive minds to explore new worlds and help plumb the depths of space. You're a pioneer—our future is yours to find. Discover a mineral-rich moon and have a colony named after you. Catalog a new lifeform and receive shares in its future exploitation. The secrets of the universe await you out there amongst the stars, along with the resources humankind needs to conquer the Middle Heavens and beyond.

HERE ARE THE FACTS

Exploring new worlds is a dangerous proposition. Corporate management will make snap decisions to prioritize the success of the mission over your goddamn life. Alien planets mean alien lifeforms and alien dangers unique to each new world. While there is often a backup team on your Scientific Exploration Vessel, that's it—if something threatens the ship itself, you are all screwed and on your own.

ENDURANCE TESTS AND CROSS TRAINING: Explorers are required to be at their physical peak before being approved by their sponsors for expedition duty. Many are cross-trained in starship piloting and repairs to help support a SEV's crew as needed. You want this job, it's time to get ripped. You prefer a pot belly, colonial life is for you.

ICC QUARANTINE: Upon returning to any space station, major traffic hub, or core system from any exploration mission resulting in contact with an extrasolar lifeform, expedition teams are required to spend anywhere from 24 hours up to 90 days in ICC quarantine. If any exploration team fails to notify an ICC branch representative of said contact its members will face fines, imprisonment, and confiscation of assets.

COMPENSATION: Unlike most careers on the Frontier, explorers are well paid for their work. Incentives often include book deals, dedicated laboratories after a decade in the field, and positions at prestigious universities.

EDUCATION AND EQUIPMENT

Whether they got it via scholarship, legacy, or corporate sponsorship, explorers are required to be graduates of high education. Some have even been known to pay their own way, but that's increasingly rare in today's corporate owned colonial communities. Most are company-sponsored, signing over their careers to corporate greed. The few elites that make a name for themselves are rewarded lucrative incentive packages—and some of those have their education contracts bought out by the prestigious Geholgod Institute (page 38), allowing them the freedom to choose their own career paths after that.

As far as gear goes, most corporations put their products through field trials on expeditions, so explorers usually have access to the very best (if not always the most thoroughly tested) equipment money can buy.

DANGERS OF SPACE

Faraway colonists report strange findings, spaceship crews on the Frontier discover inexplicable signals and encounter creatures and phenomena that defy classification. It's an explorer's job to investigate and classify these things—but on what particular layer of hell will you find yourself—and what demons lurk there?

SPATIAL PHENOMENA: Black holes, dark matter, neutrino bursts, and quasars— extraordinary things take form in deep space, their very existence spitting in the eye of an absolute vacuum. Spatial anomalies are disturbances in the natural order of the universe. They can take the forms of gravity fluctuations and irregularities, ripples in space that can damage equipment and personnel, alterations in the laws of physics, and areas of disruption inimical to the human brain.

LIFEFORMS: For the first 40 years of extrasolar exploration, nothing larger than a microbe was discovered on alien worlds. The first reported (although unconfirmed) alien lifeforms were worm-like creatures discovered by biologist Rafe Millburn and recorded on the *Prometheus* mission logs in 2093. By the turn of the century, other species had been discovered. One outer rim colonial outpost discovered they had a nocturnal pest problem—poodle-sized cockroaches. Named Pudel Blattoptera, the insects proved to be docile and intelligent enough to be trained as domestic pets—although there wasn't much of a market for them in the core systems. Eventually other creatures were discovered—arthropods to synapsids, marsupials to tetrapods—all numbered and recorded in the Weyland-Yutani extrasolar species catalog.

There are even rumors of a black list double X addendum to the W-Y catalog—one that includes truly alien lifeforms ranging from deadly bacteria to eyeless ebon and albino human-sized things with metal teeth and acid for blood—but these are, of course, rumors.

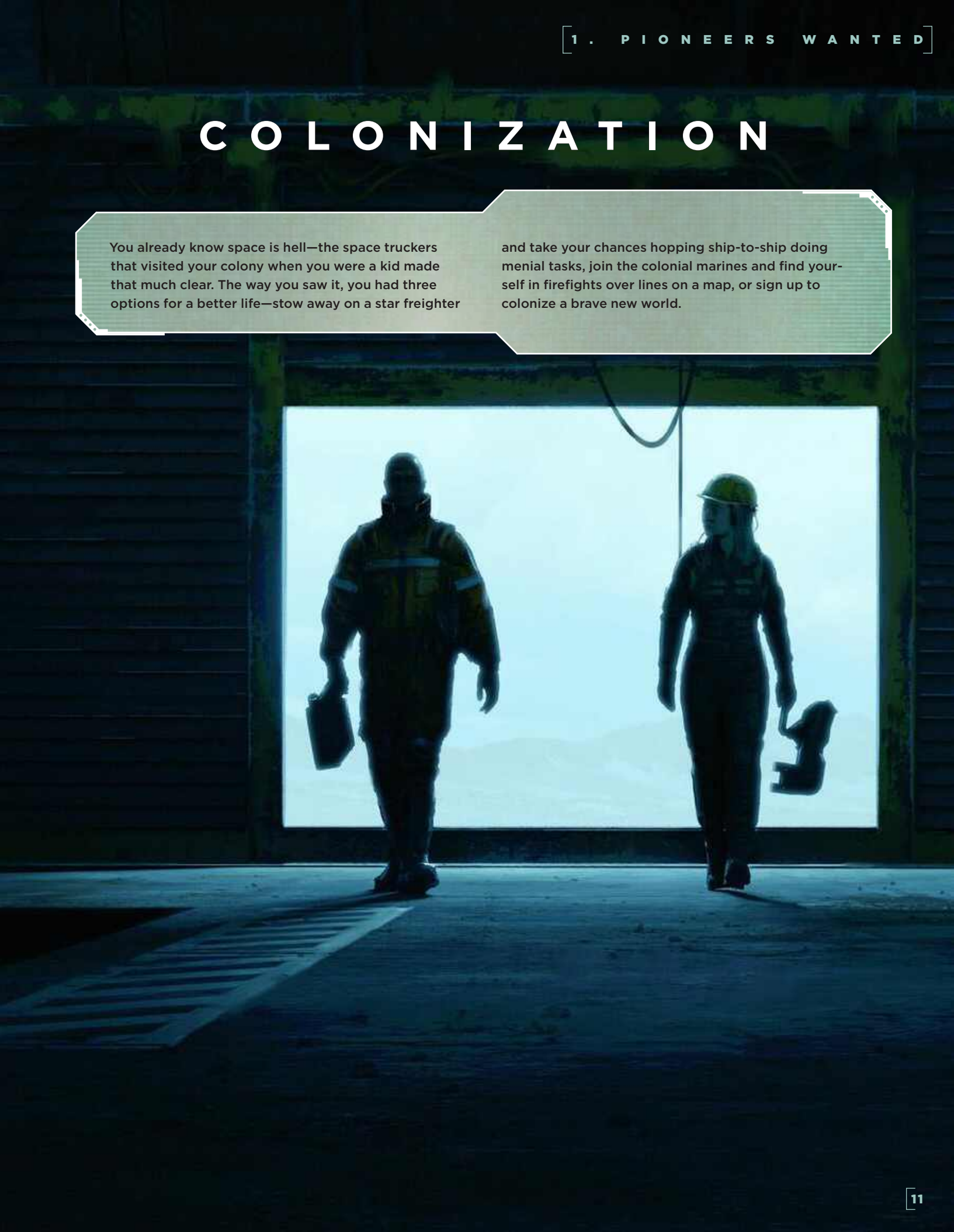
REMNANTS OF RUINED CIVILIZATIONS: There is nothing more disconcerting than exploring a new world for the first time and finding the archaeological remains of its former inhabitants. Several colonies have unearthed evidence of previous occupants. Some in the scientific community believe these to be the remnants of the Engineers—mysterious beings that are said to have created humankind. Others have a more rational reason for it. Humankind has been out about the stars for the past 150 years. In that time, there have been several colonies that have failed and installations that have been closed.

When the Weyland-Yutani merger went down, several colonies were dropped from the colonial catalog. While some of these were simply closed and evacuated, others were left to fend for themselves. Conspiracy theorists claim that still others were transformed into company blacksites for all kinds of bioweapons research. One thing's for certain—there are indeed abandoned outposts and derelict spacecraft out on the Frontier.

ASTEROIDS, MOONS, AND PLANETOIDS: Airless asteroids, desolate deserts, magma moons and water worlds—a variety of hostile environs await you on the frontiers of civilizations. Creating such worlds is covered in detail in chapter 12 of the core rulebook. ■

COLONIZATION

You already know space is hell—the space truckers that visited your colony when you were a kid made that much clear. The way you saw it, you had three options for a better life—stow away on a star freighter and take your chances hopping ship-to-ship doing menial tasks, join the colonial marines and find yourself in firefights over lines on a map, or sign up to colonize a brave new world.



THIS IS RUMOR CONTROL

Are you tired of working twelve hour shifts and never getting ahead? Why settle for a thankless job flushing waste vents and other menial tasks for the well-to-do elite? In the core systems, you're a nobody—but you're no nobody! Wouldn't you rather be master of your own destiny, helping to forge our future in the Middle Heavens? In association with Weyland-Yutani Corp, the Extrasolar Colonial Administration is looking for brave souls to conquer humankind's latest frontier—the outer colonies.

Additional compensation is available for the experienced—but no skills are required—the company will train you! Best of all—not only will you get to make a new life for yourself, you'll own shares in the colony you help to shape.

HERE ARE THE FACTS

The prospect of frontier life is exciting to be sure—the idea of taming a new world can seem like a dream to the average lower class citizen of Sol and the other core systems. The corporations aren't blind to this—they exploit it to convince everyday people like you to pick up and leave their lives behind for a dustbowl existence on some barren rock cut off from the rest of civilization. Before you sign on the dotted line for your new shit life, however, the company needs to make sure you can handle it.

PSYCHOLOGICAL PROFILING: All potential colonists are subjected to intense psychological evaluations and tests to confirm their fitness for the expedition. Weyland-Yutani colonists leaving from Sol system receive this training at the research center on the Mars moon Phobos. Subjects are strapped to a chair and exposed to a number of audio, visual, olfactory, and physical stimuli. The tests expect the recipient to show both fear of the unknown and empathy for their fellow colonists—essential traits needed to keep a group alive in a barren environment.

OBLIGATIONS: Becoming a colonist isn't a free ride—all settlers of legal age are required to contribute to their community. Each colonist has a role to play in maintaining a balanced ecosystem. Whether they fill mechanical, mining, or homesteading positions, everyone is needed. If shifts are missed too often, a colonist can be forced to leave the colony on the next supply ship. Any travel expenses are billed to the colonist's account, quickly putting them in severe debt to the company.

COMPENSATION: Skilled colonists are offered supplemental wages over laborers who will need to be trained, but everyone receives some kind of share in the colony's profits. As a colonist, you'll receive room, board, three meals a day, and a small monthly stipend for personal expenses. When a colony's atmosphere becomes self-sustaining, you'll be given the option of keeping your quarters in the main colony or building a homestead of your own using scrap parts and cargo containers. Any training the company provides is not for free—costs are broken up into twelve monthly withholdings from your first year of colonial paychecks. For more, see the sidebar Contract of Colonial Rights and Liberties on the next page.

LIFE ON THE FRONTIER

The idealistic sign on to become exosolar settlers because they're looking for adventure. And everything seems exciting when they first touch down on a new colony, stand on strange terrain for the first time and look up at stars not seen from home. That fades as the reality of their new lives sinks in. Sure, it's life on an alien world, but humans have a tendency to become jaded. A world's extraordinary features quickly become mundane.

The same goes for the other colonists you meet. Colonies of 100–200 colonists are tight knit communities—for better or for worse. Everyone knows each other by name, and word of anyone's activities spreads quickly, taking much of the excitement, mystery, and even privacy from one's life. It is small town living with supply shortages, dirty air, and threats both natural and unnatural. Out here, the world you are standing on is trying to kill you. Toxins mixed in the mid-terraformed atmosphere can cause you to age prematurely, giving you early gray, crows feet, and leathery skin—good times all around.

If there is an ecological disaster, no one is coming right away. In most cases, it will be at least a week until the colonial admin even knows you missed a comcheck. If they send an inquiry and wait for a reply, that's another two weeks gone by before they even think about sending someone out to check up on you.

HAND-ME-DOWNS

Unlike explorers, colonists don't have access to the latest and most advanced gear. Frontier philosophy is that if it ain't broke, don't fix it. Many of the tools and vehicles used by colonists on the frontier have been around for a century or more. Luckily for them, a lot of this equipment was state of the art when it was designed and therefore is still viable—as long as it's maintained. ■

CONTRACT OF COLONIAL RIGHTS AND LIBERTIES

Drafted by two organizations that no longer exist in their original form—the United Nations Interplanetary Corps and Weyland Corp.—the Contract of Colonial Rights grants all UA and 3WE intra and extrasolar colonists the right to free speech, religion, subcontract, assembly, and the right to petition the company or government.

Of these five liberties, the right to subcontract is the most talked about—it allows a colonist to negotiate an agreement with a corporation that waives some or all of these other rights in exchange for additional monetary compensation, shares, or other benefits. For the term of the contract, the colonist revokes their UA or 3WE citizenship and becomes indentured to the company.

Corporate colonial contracts have buy out clauses that allow the colonist to move on to another company should the opportunity arise—assuming they can afford their own buy-out. Sometimes, the company will pay the cost for the colonist, immediately putting them in the new company's debt. Conversely, the contract grants corporations the right to terminate a colonist's employment with only ninety days to not only leave the colony but no longer be aboard company transport.

One extreme interpretation of this clause is the company's right to pull the plug on the colonist's cryosleep chamber if their transport takes too long to get them to their next destination. A more typical solution is for a colonist to wake up at their destination with a huge transportation debt. What's constantly under debate is work hours, wages, health and safety issues, and more. The Extrasolar Colonization Administration recommends that colonists do not subcontract. Unfortunately, working on a colony without a subcontract can be difficult. The small extra benefits a subcontract offers can seem to take the edge off, but in the end the company makes out better than anyone else.

HISTORY OF COLONIZATION

"All these wonders of art, design, human ingenuity... all utterly meaningless in the face of the only question that matters. Where do we come from? I refuse to believe that mankind is a random by-product of molecular circumstance. No more than the result of... mere biological chance. No. There must be more. And you and I, son, will find it."

—SIR PETER WEYLAND AND DAVID 8

Fifteen decades of space exploration and colonization have saved humanity from dying in their cradle—and have instead given them the chance to die alone on barren rocks in the depths of space.

THE GOLDEN AGE OF EXPANSION

2023–2028

The Weyland Era begins. Sir Peter Weyland gives a TED Talk that lays out his vision for Weyland Industries and his five-decade plan to create artificial life and take humankind to the stars. The NASA Kepler mission is sponsored by Weyland Corp. With a massive funding increase, Kepler discovers more than 6,500 human biocompatible planets within the next year. Weyland Corp's San Francisco laboratories work to perfect the process of cryosleep. Within the next two years, they earn the patent for the first fully automated atmospheric processor.

2031–2032

Production of hypersleep chambers begins. Longer, more advanced intra-system missions are greenlit. Weyland scientists solve the formula for faster than light (FTL) speed travel. Plans begin to install lunar settlements on the moon. Construction begins on prototype engines for unmanned FTL flights and plans are drawn up for the *Heliades* project—the first manned FTL space exploration vessel. Lunar terraforming begins. The company makes major acquisitions and breakthroughs in the fields of multinational defense, security, and aerospace technologies. Earth's nations become overly dependent on corporate sponsorship. FTL probes are launched to seek out worlds that fit the criteria for Weyland Corps' terraforming plans. Before waiting for data, the company begins rushed preparations for manned flights.

2033–1037

The age of extrasolar exploration begins. Weyland Corp promises to launch the first of many FTL-capable space exploration vehicular (SEV) expeditions starting the next year. Company probes begin automated mining of lightweight metals on Gliese 581g, but it soon becomes clear human work crews will be necessary. The first manned SEV missions are launched. Colonial transports soon ferry work crews to mining colonies. Sir Peter Weyland announces the intention to open an Explorers Academy by 2036. This alternative grad school is expected to produce tomorrow's scientific and colonial pioneers. Weyland Corp moves its headquarters to its Mars terraforming colony. FTL probe data analyzed by Weyland astronomers indicates the Outer Veil to be rich in exploitable natural resources.

2039–2042

The automated Atmospheric Processor on exoplanet GJ 667Cc produces the first terraformed atmosphere. FTL probes perform a flyby of the Zeta II Reticuli system beyond the Outer Veil. Readings suggest the planet Calpamos there hides several moons that could fit the parameters for terraforming. With few natural resources detected, the system is cataloged and forgotten. The rest of the Sol system is colonized by corporate mining concerns. Colonies now exist on Luna, Mars, Phobos, and several moons of both Jupiter and Saturn. As exoplanet HD 85512 B is colonized by Weland Corp, in an attempt to alleviate the housing crisis on Earth, Britain awards the company a prisoner relocation contract to build and maintain a Class E Correctional Unit there.

2068–2085

Many colonies are established in the Outer Veil over the next two decades. People are lured to the colonies with promises of incentives and legacy occupations for their families. Roughly a dozen colonies are settled over 30 parsecs from Earth. Supporting these Far Spinward Colonies severely pushes the boundaries of human limits in space. Weyland Corp imports vast amounts of resources to Earth and the other inner world colonies, creating a paradise for the elite.

2086–2089 With corporate sponsorship, Great Britain, Japan, Mars, and Titan come together to form the Three World Empire (3WE)—the first interstellar supernation. Their territory in the Middle Heavens is designated the Anglo-Japanese Arm. The Central Space Consortium is formed by corporate-sponsored politicians—an area of 3WE space reserved for corporate tax exemption.

2090–2094 China formed the Chinese Asian Nations Cooperative (CANC)—their own coalition of nations with extrasolar colonies—further weakening the United Nations Interplanetary Corps (UNIC). The CANC used its own extrasolar colonization program to establish the Chinese Arm. The *Prometheus* mission is launched to the Zeta II Reticuli system. While this scientific and archaeological expedition is headed by Drs. Shaw and Holloway, the mission itself is led by Weyland Corp. CEO Meredith Vickers with oversight by company founder Peter Weyland himself. The *Prometheus* mission arrives in the Zeta II Reticuli system and makes moonfall on LV-223. The expedition encounters a worm-like lifeform, the first xeno-lifeform discovered in space that is larger than bacteria. While the details are redacted, the mission comes to grief and the ship is destroyed.

2097–2099 Having bled their resources dry, Weyland Corp mining operations throughout the Outer Veil begin to tap out. The disappearance of both the company's founder and the CEO on the *Prometheus* mission spells the end of the Weyland Era. In his quest to dominate the stars, Peter Weyland had spread the company too thin. With his genius and Meredith Vickers' business savvy no longer part of the equation, Weyland Corps' stock drastically drops. Several spinward Outer Veil colonies are abandoned and assets are sold. The Weyland Era ends. After the acquisition of several Weyland subsidiaries, Yutani Corporation merges with Weyland Corp to form the Weyland-Yutani Corporation. In the interest of assuring the many colonies spread throughout the Outer Veil that they will be cared for, Yutani allows the media to believe Weyland Corp purchases them. ■

COLONIAL CIVIL CONFLICTS

War has plagued humankind since its infancy. When we moved to the stars, nations had to adapt from simple earthly real estate to spanning across many solar systems. Once they had, wars began anew.

2104 The American Arm of the Middle Heavens is established as the American nations and their extrasolar colonies exit the United Nations Interplanetary Corps (UNIC). The United Americas (UA) is formed. Weyland-Yutani initiates several large-scale colonization efforts to increase the scope of the UA. The *Covenant* mission is launched coreward, followed the next year by the *Concordat* mission to the Hyades Cluster.

2106 Not all colonies are content with the union of the Americas. The Paraguay colony of Torin Prime is the first to revolt. The UA suffers its first civil war amongst the extrasolar colonies. The *Affiance*, *Allegiance*, and *Arceon* colony missions launch.

2108–2109 China assists Russia and Germany in the formation of the Union of Progressive Peoples (UPP), but the CANC remains its own nation. The EU is dissolved. The UNIC loses power. The end of the colonial civil war prompts the formation of the Extrasolar Colonial Administration and the Bureau of the Colonial Marshals. ■

HYPERDYNE'S LEGACY OF CONFLICT

2124 After several incidents that lead to accidents and a few deaths, Hyperdyne's 120-A/2 synthetics are recalled. The company circumvents liability by seeking asylum in the Central Space Consortium.

2147–2151 **THE CORE CONFLICT:** 3WE demands Hyperdyne submit to an ICC investigation. Alexandria succeeds from the 3WE. The Core Conflict ends with the signing of the '51 New Deal. The ICSC is formed from the Central Space Consortium.

2147–2151 **THE HYADES CLUSTERFUCK:** Weyland-Yutani and Hyperdyne Systems begin competitive Frontier expansion efforts. Hyperdyne cuts corners in the Hyades Cluster to come out ahead, leaving their colonists without support or supplies for extended periods. The colonies of the Hyades Cluster revolt against corporate control and join the UPP. Hyperdyne petitions the USCMC to intervene. In the wake of the fiasco, Hyperdyne is bought out by Weyland-Yutani.

2171 **INDEPENDENCE:** Hyperdyne Systems gains independence from W-Y and becomes Hyperdyne Corporation. In exchange for increased shares and a CEO position, Hyperdyne's top synthetic engineer Michael Bishop stays on with Weyland-Yutani.

2160–2163 **AMERICA'S BACKHAND:** The CANC and the UPP clash against the UA and its allies in the Dog War. Several colonies are swept up in the conflict despite their allegiances. The Tientsin colony becomes the focus of the conflict. The CANC is forced to abandon their colonies, eventually being absorbed by the UPP. Former CANC territories become known as America's Backhand and are established as manufacturing colonies. The Dog War ends with the signing of the Pang Ho Treaty. The Borderline Region DMZ is formed between the UPP and UA in former CANC territory, making the colonies within the area independent.

2181–2183

BLACK GOLD RUSH: Several petroleum supply colonies in the UA, 3WE, and UPP are nuked by terrorists. Several 3WE colonies change hands to the UPP, closing the area of space called the Ceti Gap. Colonies that wish to leave are given seven days to evacuate. Inspired by Robert Morse's banned book *Space Beast*, fanatical fringe groups begin indoctrinating Frontier colonists. The Oil Wars end.

2179–2186

THE FIGHT FOR THE FRONTIER: The Hadley's Hope colony is destroyed, and Weyland-Yutani blames the UPP. A heightened state of cold war is in effect. The UPP annexes the 61 Cygni system, starting the Frontier War. The UPP and UA expand into each other's territories looking for evidence of bioweapon development. A coup attempt by the USCMC higher echelons is exposed and stopped. A treaty is signed between the UA, UPP, and ICSC. The UAAC begins the process of eliminating member state-run military branches and unifying all their forces under the UA banner in 2187.

2184–2186

THE COLONY WARS: The USCMC puts down a miners' revolt on the colony of Berringett's Moon. Mistreated colonies turn against corporations, governments, and each other. The Colony Wars begin. The Charybdis colony on Hasanova Data Solutions is invaded by USCMC forces. The ICSC accuses the USCMC of committing war crimes on Hasanova. When the UA refuses responsibility for the Charybdis incident, the ICSC declares war on the UA. New Albion in the Weyland Isles declares its independence from the Three World Empire. They launch an offense to take the colony on LV-187, using an unknown weapon referred to as Project X. UPP, ICSC, and New Albion's forces stand off in the system. The 3WExit begins as other colonies follow New Albion's lead. NAPRO is formed. ■

THE ARCTURIAN CONUNDRUM

2124–2128 A Weyland-Yutani SEV expeditionary team makes first contact with the Arcturians. It is humanity's first recorded encounter with sentient extraterrestrial life—although the find is contested. Examined by a science expedition from the Geholgod Institute, Arcturians are found to share the same DNA as humankind. Several news outlets accuse Weyland-Yutani of sensationalist propaganda, claiming Arcturus to be the rediscovered lost colony mission from the 2060s. The company is unavailable for comment. The Arcturus Loop trade route is established with the pre-industrial colony of the Arcturians. Weyland-Yutani makes many technological advances based on Arcturian medicinal practices and metaphysical theories. Rich in heavy metals, the Hyades Cluster colonies grow profitable. ■

BIOLOGICAL DISASTERS OF THE MIDDLE HEAVENS

2094–2110 Luna's Olympia colony suffers an outbreak of XMB virus. Sol System's first extraterrestrial plague, the quarantine will last sixteen years.

2137 Seegson is forced to close down its major deep space colonial stations, including Sevastopol station. An unidentified contagion sweeps through the Frontier, claiming Mendel Station, Wright-Aberra Refueling Depot, and several starships over the next two years. The 3WE begins construction of Anchorpoint Station to act as a hub for colonial missions to the Frontier.

2157–2160 The devastating New Earth Plague kills 40 million in the condemned HD885512 system. The terraforming colony of Hadley's Hope is established by Curtis Hadley on the moon LV-426. Disaster strikes the mining colony complex on LV-178. The orbiting *DSMO Marion* follows, breaking up in the atmosphere. While the cause is never confirmed, surviving records suggest biological contamination is responsible. The few survivors of the New Earth Plague are released from quarantine but are shunned from most colonies. Henrietta De Pype establishes Pype's Dream on Rim Colony to give them a fresh start.

2162–2163 A UA-manufactured crop blight virus is accidentally spread to several 3WE colonies, destroying the terraformed ecologies of those worlds. The ICC's existing extrasolar organism quarantine procedures are adopted by all starfaring nations and corporations.

2179–2180 **YEAR OF THE DRAGON:** A deadly contagion outbreak on Fiori 161. Viral outbreaks are recorded on Rim Colony, Anchorpoint, and Rodina Station. The USCMC responds to viral outbreaks on LV-666 and Yaophora Station. All are destroyed via quarantine protocols. An ICC investigation is launched into the destruction of Hadley's Hope. Allegations are made that the colony was developing bioweapons.

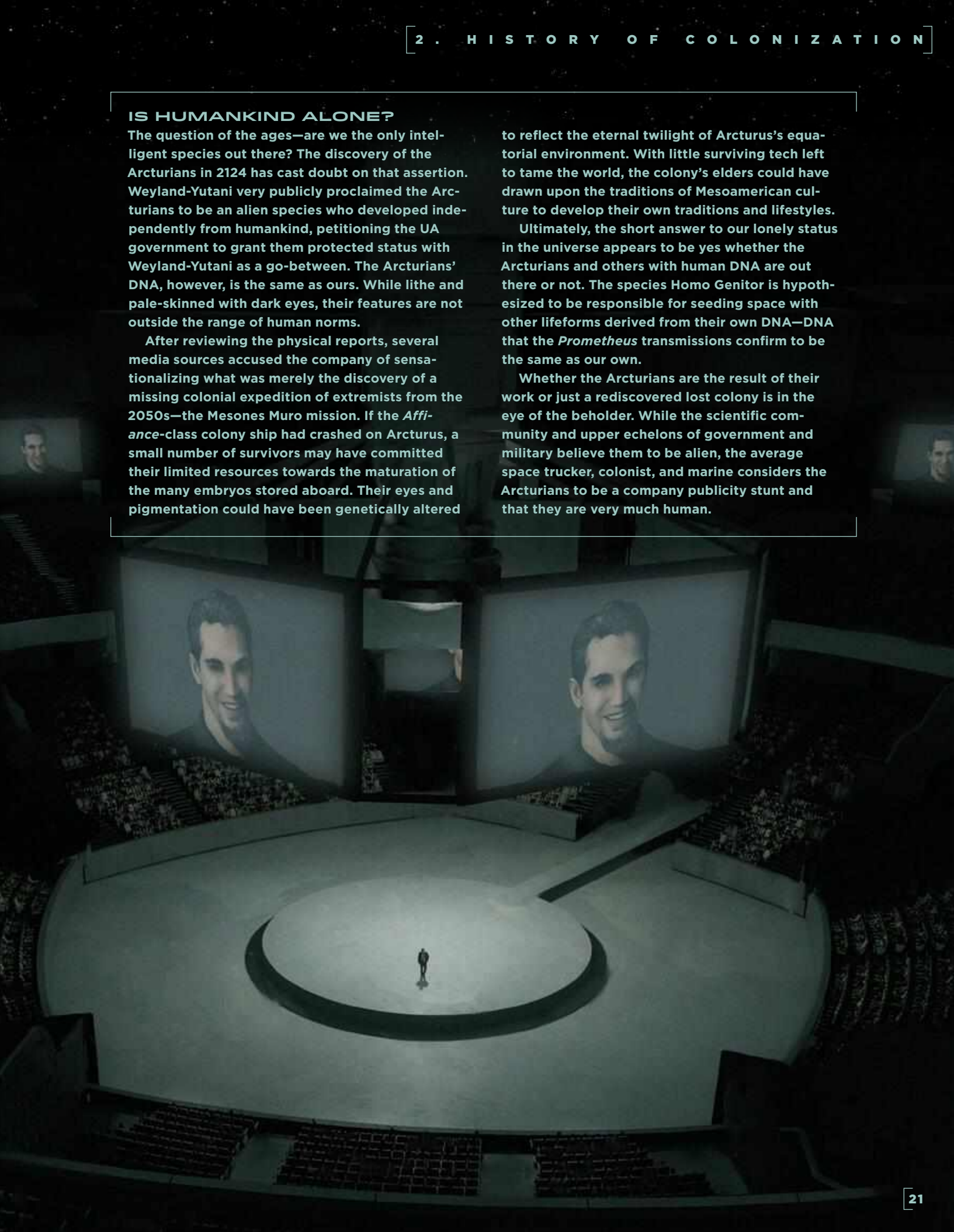
IS HUMANKIND ALONE?

The question of the ages—are we the only intelligent species out there? The discovery of the Arcturians in 2124 has cast doubt on that assertion. Weyland-Yutani very publicly proclaimed the Arcturians to be an alien species who developed independently from humankind, petitioning the UA government to grant them protected status with Weyland-Yutani as a go-between. The Arcturians' DNA, however, is the same as ours. While lithe and pale-skinned with dark eyes, their features are not outside the range of human norms.

After reviewing the physical reports, several media sources accused the company of sensationalizing what was merely the discovery of a missing colonial expedition of extremists from the 2050s—the Mesones Muro mission. If the *Affiance*-class colony ship had crashed on Arcturus, a small number of survivors may have committed their limited resources towards the maturation of the many embryos stored aboard. Their eyes and pigmentation could have been genetically altered to reflect the eternal twilight of Arcturus's equatorial environment. With little surviving tech left to tame the world, the colony's elders could have drawn upon the traditions of Mesoamerican culture to develop their own traditions and lifestyles.

Ultimately, the short answer to our lonely status in the universe appears to be yes whether the Arcturians and others with human DNA are out there or not. The species Homo Genitor is hypothesized to be responsible for seeding space with other lifeforms derived from their own DNA—DNA that the *Prometheus* transmissions confirm to be the same as our own.

Whether the Arcturians are the result of their work or just a rediscovered lost colony is in the eye of the beholder. While the scientific community and upper echelons of government and military believe them to be alien, the average space trucker, colonist, and marine considers the Arcturians to be a company publicity stunt and that they are very much human.



2184–2186

BORDER BOMBERS PATHOGEN: Frontier colonies are attacked by deadly bioweapons in the Border Bombings. Different groups are believed to be the border bombers, including the terrorist organization called Genesis Collective and the cult known as the Children of the Two Divines. The border bombers strike several colonies, including those in the Shambala system. Colonists from two of the planet's settlements are successfully evacuated by marine forces, but the majority of colonists are killed. Weyland-Yutani decommissions the *Erebos* trawling and corrections facility station in orbit around the Albassen black hole in the *26 Draconis* System and quarantines the system. The border bombers are believed responsible. With the end of the Frontier war, it is believed the border bombings will stop. They do not. ■

WORLDS LOST AND THE GREAT MOTHER

2052

The states of Africa settle their interstate issues and consolidate their power base. The African states unite to form the Central Confederation of Africa and start their own space program.

2066–2085

The colonial expansion begins. A mass exodus from earth occurs as people look for a fresh start in space. Weyland Corp sets up atmospheric processors on suitable worlds across the Outer Veil, most of these worlds are located in space that will eventually become the UPP. Populations grow in distant sectors like the Hyades Cluster and the Far Spindrift Colonies.

2086–2088

As corporate power grows amongst the stars, the United Nations rebrands itself as the United Nations Interplanetary Corps (UNIC). Key member nations included the EU, US, Russia, India, United Latin America, and the Central Confederation of Africa. Concerned that the UNIC will begin exerting governmental power over their colonies, Weyland Corp and the Yutani Corporation together sponsor the formation of the Three World Empire (3WE). The 3WE offers smaller nations incentives to leave the UNIC for the 3WE.

2110–2113

Contact is lost with the Far Spinward Colonies. The exploratory scout vessels *Phebe*, *Cronus*, *Mnemosyne*, and the *American* are sent to investigate. An FTL probe flyby reports what appears to be surface ruins on LV-1113 in the *26 Draconis* system. Skeptics call it a trick of shadow and light, claiming they are simple rock formations. The *Cronus* is diverted to investigate. The science team is left behind when one of the trinary system's three stars inexplicably collapses into a black hole. The *Cronus* goes missing. The scout ships also go missing. Only the *Concordat* mission to the Hyades Cluster is successful, establishing several mining outposts. The other far colonies are declared lost. Colonial stocks plummet. Fearing economic collapse, the UA bails out the megacorps that funded these endeavors. The 20 Parsec Limit is established. Any world more than 65.2 light-years from earth is no longer guaranteed governmental or corporate protection. Worlds past the limit are officially on their own. A Network Expansion Program begins. Hyperdyne decides to develop the Hyades Cluster without government support or protection.

2117–2179

Spearheaded by the Central Confederation of Africa, the United Nations Interstellar Settlement Corps (UNISC) is formed out of the ashes of UNIC. The UA, 3WE, UPP, and many smaller nations become members, but the organization takes a backseat to corporate interests across the Middle Heavens, only coming into play when treaties are signed between warring supernations and megacorporations.

2180–2183

Anchorpoint II station is established, with all coreward colonial missions routed through this hub. The CCA strikes it rich in Sector 117, pouring funds into a revitalized UNISC effort. Preparations for the expedition to the lost worlds—christened the Great Mother Mission—begin soon after. The UNISC's Great Mother mission is launched from Anchorpoint II. A much-publicized event in the months leading up to the launch, the Great Mother Mission just as quickly fades from the public consciousness. The colony ships take some three years to reach their destination.

2183–2186

A lost exploration vessel called the *USCSS Cronus* was found adrift on the Frontier, carrying an extraterrestrial contagion, deadly alien organisms threatened the sanctity of space, and the frontier colonies of humankind found themselves entrenched in a brutal war between feuding nations and terrorist bombers. The campaign to locate the lost worlds was quickly forgotten. The UNISC Great Mother mission is scheduled to reach the lost colonies. ■

PROFILES IN EXPANSIONISM: FAMOUS PIONEERS

ENTREPRENEUR PHILANTHROPISTS

- Sir Peter Weyland—deceased 2094
- Eldridge Sanchez—MIA 2011

Despite nearly running his company into the ground in a mad bid to live forever, Sir Peter was the innovative genius who brought humankind back from the brink of extinction and brought us to the stars. A contemporary of Weyland's who dabbled in cosmology, Eldridge Sanchez took it upon himself to fund and monetize the Far Spinward Colonies, disappearing when the sector was cut off by interstellar storms.

SCIENTIFIC SEEKERS

- Dr. Lucien Keitel—Archeologist and Philanthropist
- Dr. Elizabeth Shaw—Archeologist, Paleontologist, Mythologist
- Dr. Charles Holloway—Archeologist

A founding member of the Geholgod Institute, Dr. Keitel went in search of the origin of an unidentified spacecraft when he disappeared.

INTREPID EXPLORERS

- Captain J.V. Gorham—MIA 2111
- Theodora Nightingale—MIA 2111

Under the sponsorship of Eldridge Sanchez, J.V. Gorham and Theodora Nightingale opened up the Far Spinward Colonies when everyone said it was a fool's errand. While in the end it was, they proved that humanity can always reach past its boundaries into the unknown. Nightingale's specialty was geology, while Gorham was always looking for worlds with the most dangerous terrain to conquer.

PIONEERING COLONISTS

- Curtis Hadley—deceased 2166
- Henrietta De Pype—deceased 2174

De Pype and Hadley embraced the challenge of settling on worlds that were harsh and unforgiving. Unfortunately, the worlds named after them would be destroyed within a decade of their deaths.

TIMELINE

2020

2026
The Kepler space telescope discovers more than 6,500 human biocompatible planets. Within the next two years, Weyland Corp earns the patent for the first fully automated atmospheric processor.

2030

2031
Production of hypersleep chambers begins. The Sol system is explored. FTL theory is proven. Construction begins on manned and unmanned vehicles.

2032
Lunar terraforming begins. Automated FTL probes seek out exoplanets for terraforming, ushering in the age of extrasolar exploration. The first manned SEV missions are planned.

2037
Weyland Corp headquarters relocated to Mars. FTL probe data shows the Outer Veil to be rich in exploitable natural resources.

2039
Mining colonies develop throughout the Sol system. An automated Atmospheric Processor on GJ667CC produces the first exoplanetary terraformed atmosphere.

2040

2050

2052
The African states form the Central Confederation of Africa and start their own space program.

2060

2066
The colonial expansion begins. A mass exodus from earth occurs as people look for a fresh start in space. Weyland Corp sets up atmospheric processors on suitable worlds across the Outer Veil.

2070

2071
The height of the Weyland Era. The Far Spinward Colonies are settled over 30 parsecs from Earth.

2075
Weyland Corp imports vast amounts of resources from the Far Spinward Colonies to Earth and the core system colonies, creating a paradise for the elite.

2080

2086
The United Nations Interplanetary Corps forms. Key member nations included the EU, US, Russia, India, United Latin America, and the Central Confederation of Africa.

2088
The Three World Empire is formed by the British and Japanese on Earth, Mars, and Titan. Their territory in the Middle Heavens is designated the Anglo-Japanese Arm. Two years later, China forms the Chinese/Asian Nations Cooperative in defiance and establishes the Chinese Arm.

2090

2091
The *Prometheus* mission is launched to the Zeta II Reticuli system. The scientific expedition is led by Drs. Shaw and Holloway under Weyland Corp CEO Vickers.

2093
The *Prometheus* mission comes to grief on LV-223. The ship is destroyed. The next year, Luna's Olympia Colony suffers an outbreak of the XMB virus. The quarantine will last sixteen years.

2097
Weyland Corp mining operations dry up. Stock value drastically drops. Several colonies are abandoned and assets are sold. The Weyland Era ends. By the end of the century, Weyland-Yutani rises from the ashes of Weyland Corp. Though diminished, the Outer Veil colonies stabilize.

2100

2104
The United Americas and the American Arm are formed. The *Covenant* mission is launched, followed the next year by the *Concordat* mission to the Hyades Cluster and the *Affiance*, *Allegiance*, and *Arceon* Colony missions a year after that. Torin Prime Colony revolts. The UA suffers its first colonial civil war.

2108
The Union of Progressive Peoples is formed. The EU is dissolved. The UNIC loses power. The next year, the colonial civil war ends and the Extrasolar Colonial Administration is formed.

2110
Contact is lost with the Far Spinward Colonies. The exploratory scout vessels *Phebe*, *Cronus*, *Mnemosyne*, and the *American* are sent to investigate. After three years, they are listed as missing.

2113
The *Concordat* mission to the Hyades Cluster establishes several mining outposts. The Far Spinward Colonies are declared lost. Colonial stocks plummet. The 20 Parsec Limit is set. Hyperdyne pledges to develop the Cluster without government support or protection.

2137
Seegson closes down its major deep space colonial stations. An unidentified contagion sweeps through the Frontier over the next two years. Construction begins on Anchorpoint Station, a new hub to the outer colonies.

2124
A Weyland-Yutani SEV expeditionary team makes first contact with Arcturus. The next year, the Geholgod Institute determines the Arcturians share the same DNA as humankind. Over the next five years, the Arcturus Loop trade route is established. Weyland-Yutani makes many advances based on Arcturian practices and theories. Rich in heavy metals, the Hyades Cluster Colonies grow profitable.

2160
Pype's Dream on Rim Colony is established. The CANC and the UA clash in the Dog War. Border and Frontier colonies are caught in the middle.

2159
Disaster strikes the mining colony on LV-178. The orbiting *DSMO Marion* is destroyed. Arcturus Colony is liberated and made a UA protectorate.

2182
Several petroleum supply colonies are nuked by terrorists. The Oil Wars begin. The UNISC Great Mother mission is launched from Anchorpoint II.

2180
Anchorpoint II station is established and all coreward colonial missions are routed through this hub. The CCA strikes it rich in Sector 117, establishing new trade routes and revitalizing the UNISC. Soon plans are made for a UNISC mission to reclaim the lost Far Spinward Colonies.

2186
Weyland Isles declares its independence from the 3WE. New Albion launches an offense on LV-187. The 3WExit begins. NAPRO is formed. USCMC forces make Anesidora Colony a UA Protectorate. The '86 Armistice ends the Frontier War. The UAAC begins the integration of its member-states' militaries. The UNISC Great Mother mission reaches the Far Spinward Colonies.

2185
The ICSC declares war on the UA. Weyland-Yutani decommissions *Erebos* station and quarantines the *26 Draconis* System.

2110 2120 2130 2140 2150 2160 2170 2180 2190

2117
UNIC dissolves. The Central Confederation of Africa spearheads the United Nations Interstellar Settlement Corps.

2122
The Nostromo Incident occurs. An alleged quarantine failure involving a deadly organism results in the destruction of the cargo hauler and the death of its crew.

2147
Alexandria Colony succeeds from the 3WE. The Core Conflict rages over the next four years. With the signing of the '51 New Deal, the ICSC is formed.

2154
Weyland-Yutani and Hyperdyne Systems begin competitive Frontier expansion efforts. To compete, Hyperdyne limits support and supplies to the Hyades Cluster. Within two years, the Cluster revolts against corporate control and joins the UPP.

2157
A devastating plague kills 40 million on New Earth Colony. Hadley's Hope is established on LV-426.

2158
The Arcturian Police Actions begin as the CANC invades Arcturus Colony. The USCMC launches a humanitarian policing action to protect the indigenous population.

2162
An engineered crop virus decimates several 3WE systems. The CANC is forced to abandon their colonies, retreating into UPP space.

2163
With the end of the Dog War comes the Borderline Region DMZ between the UA and UPP, making the colonies there independent. ICC extrasolar organism quarantine procedures are standardized in the Middle Heavens.

2179
The Year of the Dragon. Hadley's Hope is destroyed. Deadly contagions wipe out Fiori 161, Rim Colony, Anchorpoint, and Rodina Station. They are abandoned and/or destroyed as per quarantine protocols.

2183
Robert Morse's *Space Beast* is distributed throughout the colonies. The USCMC responds to viral outbreaks on LV-666 and Yaophora Station. Fanatical fringe groups begin indoctrinating Frontier colonists.

2184
The Year of Darkness. The Oil Wars end. The Border Bombers attack Frontier colonies with deadly bioweapons. The Frontier War erupts. The Colony Wars begin. The ICSC Charybdis Colony on Hasanova is invaded by USCMC forces.

ORGANIZATION

"Some honch in a cushy office on Earth says go look at a grid reference in the middle of nowhere, we look. They don't say why, and I don't ask. I don't ask because it takes two weeks to get an answer out here and the answer's always 'don't ask.'"

—GENERAL MANAGER AL SIMPSON, HADLEY'S HOPE

Whether answering to corporate, governmental, or spiritual masters, humankind is in the business of expansion. Colonial missions may be ordered by many different organizations. In all cases, however, it will be you and your team who find yourselves on the razor's edge of the frontier, cataloging some new deadly organism or poking your head into a dark mine shaft for the first time.

Exploration of a new planetary system usually starts with a corporate probe flyby. Sometimes that probe will supply promising data that determines a planetoid is ripe for terraforming and colonization. More often than not, however, a followup exploration team is sent in to make that final decision.

Whenever there are native fauna and flora, or possible xeno-archaeological ruins, or strange spatial anomalies involved, governments, institutes, and corporations send Scientific Exploration Vehicular expeditions to investigate.

SCIENTIFIC EXPLORATION VEHICULAR (SEV) EXPEDITIONS

EXTRASOLAR EXPLORATION, ASTRONOMICAL AND TERRESTRIAL RESOURCE ASSESSMENT, AND XENO-BIOLOGICAL CATALOGING

No one single entity sends out exploration teams—corporations, institutions, and governments are all looking to stake claims out in the cosmos. And science can be expensive. Unless you're in the UPP, there's very few new worlds being explored without sponsorship. Many of these sponsors are covered later in this chapter. Most exploration teams are assigned to SEVs—FTL Scientific Exploration Vessels—and dispatched to unexplored sectors on the Frontier and beyond.

Many SEV teams are authorized to stake discovery mining and colonial territorial claims. In addition to their official duties, Weyland-Yutani SEV expeditions have series 900 special orders to retrieve any uncovered xeno-archaeological artifacts.

EXPLORATION TEAM

A typical SEV crew complement is twelve—one officer (the captain), one company rep, two pilot/technicians, four xenoscientists, one research synthetic, two security officers and a scout. No medical officer is necessary as an AutoDoc or MedPod can readily fill that role. Each role is vital to the success of the mission, but any SEV expedition can operate with a team of only six.

CAPTAIN: While the exploration team dictates the expedition's mission, anything ship related is the captain's purview. Many captains chose not to accompany any surface-side expeditions, opting to stay on the ship. It's the captain's job to make sure he can get his science teams out of whatever trouble they make for themselves, and often that means coordinating a rescue from the Holotab on the bridge.

PILOTS: All SEV missions have at least one dedicated pilot if not two. As pilots on SEV missions seldom leave the ship, they are picked for a combination of flying experience and high level mechanical and technical skills (**HEAVY MACHINERY** and/or **COMTECH**).

EXO-SCIENTISTS: The core of the team will, of course, be scientists. A geologist and xenobiologist are mandatory—often a xenoarchaeologist and astrophysicist will round out the team.

RESEARCH ASSOCIATE: Usually an android, a research associate can also be a grad student working on their thesis. Their mission is to make sure the scientists have everything they need to complete theirs.

COMPANY REPRESENTATIVE: The company who sponsored the expedition usually sends a suit to assess the exploitable assets discovered by the team.

SECURITY OFFICERS: Exploring new worlds is like looking for trouble—planetoids thought to be unclaimed could already be inhabited by either unregistered settlers or native fauna. As such, security forces are often assigned to protect a SEV team. While it's a security officer's job to ensure the safety of the mission, that only applies to the company rep's interpretation of those parameters. In other words—the company rep can order the security team to turn on the scientists in order to protect the company's interests before the safety of the crew.

SCOUT: Scouts explore ahead of the rest of the team, mapping out terrain and looking for unseen dangers. Though the role of a scout can be accomplished by a wildcatter, it is more often than not filled by an LRRV, a pair of Pups (page 134 of the core rulebook), or a well-trained dog. To avoid the risk of contamination on new worlds, many dogs have recently begun to be replaced by synthetic canines. ■

EXTRASOLAR COLONIZATION ADMINISTRATION (ECA)

SAFETY PROTOCOLS, FAIR LABOR STANDARDS, HEALTH AND HUMAN SERVICES, COLONY TRANSPORT, ESTABLISHMENT, AND SUPPORT

Often simply called colonial administration, the Extrasolar Colonization Administration's mission is to protect colonial claims and advocate for the rights of all off-world colonists. The ECA was formed by the UA in the wake of the United Nations Interplanetary Corps' collapse nearly seven decades ago. They support and monitor all extrasolar colonies and stations belonging to both the UA and their allies like the 3WE. The ECA maintains toxic exposure safety standards and keeps medicines and supplies flowing. Since its inception, the ECA has fought for colonists' rights to fair wages, better health care, benefits, stock options, and more down time by proposing numerous amendments to the Contract of Colonial Rights and Liberties (page 13). Unfortunately, they have been directly opposed by corporate lobbyists. The ECA has been overtaxed by the Oil and Frontier Wars, causing several sector-wide disruptions in supply chains.

COLONIAL "FIRST FAMILY" SETTLERS

Sometimes when a new world is settled, a small number of colonists are sent to survey the terrain and tame the wilderness before the full colony is established. Consisting of about a dozen colonists, these initial colonial groups are often referred to as first family settlements.

First families need managers, a deputy marshal or security officer, three wildcatters, four roughnecks, and a science technician. As the wildcatters and roughnecks often include married couples, it's inevitable that one or more children will be present as well. First Family colonial missions usually last three months to a year before corporate makes the decision to expand the settlement to full colony status.

GENERAL MANAGER: Essentially a glorified administrator, the general manager is a figurehead position in a colony to keep colonists' complaints from reaching corporate ears. A general manager's job is to balance the community's needs with the company's quotas—always leaning in the company's favor, of course. General managers are chosen for their apparent lack of initiative and are intended to act as puppets for their corporate rulers.

ASSISTANT MANAGER: Sometimes a potential colony rates high enough to warrant an assistant manager as well. Either a yes man or an android, the assistant manager's job is to further compartmentalize "unnecessary" complaints to keep them from reaching the manager. Assistant managers work both sides of the fence—if they can prove themselves more adept than their managers, they can often be advanced to replace them.

SECURITY OFFICER OR DEPUTY COLONIAL MARSHAL: Someone has to protect the colony's assets—mechanical and flesh and blood alike. Usually, the company sends a security officer with the rank of sergeant—either an ex-marine or retiring corporate mercenary. Their job is to not only watch over the new settlement but to teach the colonists how to fend for themselves. If a new settlement is located in a contested area of space, a sector deputy marshal will take up this role. A deputy can stay on for up to a year before moving to the next settlement.

WILDCATTERS: The lifeblood of any mining colony, wildcatters seek out new resources in the unmapped terrain of a new world. In addition to their standard salaries, wildcatters are awarded company shares in their finds. For information on wildcatters, see page 50.

ROUGHNECKS: Tractors, mineral extractors, and atmospheric processors all have one thing in common—they're all heavy machinery. As such, they all break down, and are in need of good maintenance teams and technicians to keep them running. When your prefab housing crate's heater fails in a methane blizzard, you'll be damn happy you have a roughneck or two to swap out a heating coil or tighten a boilerplate.

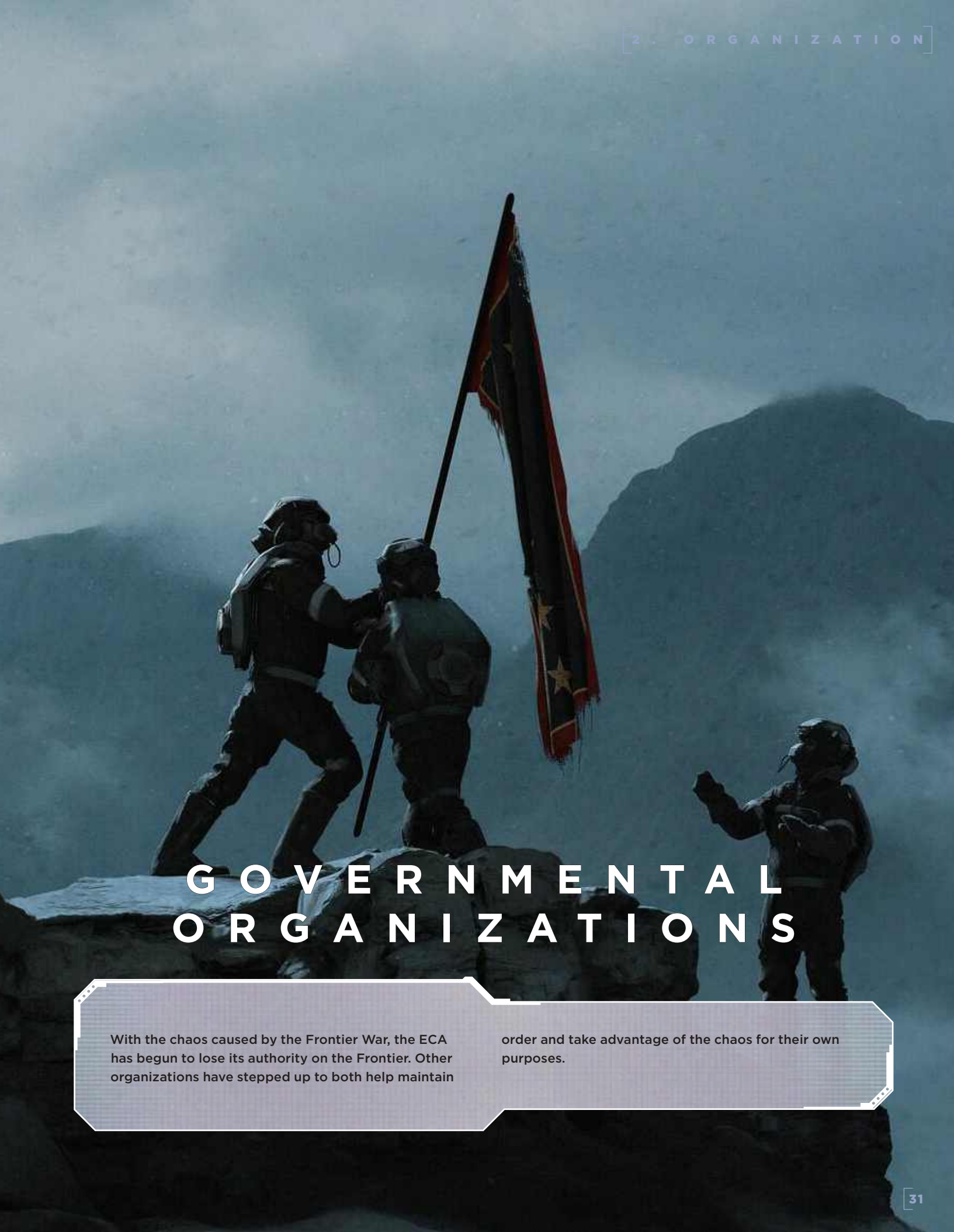
SCIENCE TECHNICIAN: A mining colony is going to need a resident science expert. While different fields apply to different worlds, this usually means a geologist/meteorologist—a terraforming colony is going to need to know about soil, atmosphere, and weather factors. In the absence of a biologist, an AutoDoc can take care of most health issues, but some medical training is advised. A science technician is a low-level scientist, usually without a degree. They are, however, an integral part of a fledgling colonial community, even if they are made to feel like an outsider amongst more rough and tumble hands-on colonists.

THE KID OR PET: While cats make good companions on space stations and freighters, dogs have long accompanied humankind into the wilderness, offering aid and protection in exchange for food and love. As colonies are a family business, kids are a big part of taming the Frontier. At least one member of an initial colonial team will likely bring their offspring along for the ride—for better or worse.

FULL COLONY EFFORT

After a potential colony's First Family has filed its reports, true colonization begins. If an atmospheric processor is needed to transform the air, a colony transports some 30 to 50 families along with whatever equipment and tools they'll need to terraform the world. Colonial administrators, wildcatters, roughnecks, and doctors are all needed. For the first few decades, exploring the planetoid's geology and maintaining the atmospheric processor are paramount. As the air purifies and more resources are discovered, more families join the colony and migrant miners are brought in to help with the work.

It's important to note that while all explorations start with an expedition team or probe flyover, not every settlement begins with a first family. Sometimes the exploration team's report is enough for the company to set up a full colonial operation immediately. ■



GOVERNMENTAL ORGANIZATIONS

With the chaos caused by the Frontier War, the ECA has begun to lose its authority on the Frontier. Other organizations have stepped up to both help maintain order and take advantage of the chaos for their own purposes.

CENTRAL CONFEDERATION OF AFRICA (CCA)

Formed from the individual nation states of the African continent in the 2050s, the CCA is a parliamentary unitary republic in which the governing power rests in a centralized sovereignty. That central government commonly delegates authority to subnational units and distributes policy decisions to them for implementation. The CCA is a permanent member of the UNISC security council. The CCA parliament is tired of the disputes between its interstellar neighbors and hopes to one day unify the supernations into a United Systems with the individual supernations as member states of one centralized government.

At first glance, the Central Confederation of Africa might seem like a minor interstellar power at best—the star nation doesn't have a significant presence on a map of the Middle Heavens. Instead, they have independent colonies spread throughout the territories of the ICSC, UA, and 3WE. At the end of the last decade, CCA SEV teams explored the Nyame Sector—an area of space just spinward of the Far Reach that includes the now infamous space trucker route called the Gauntlet. The cluster is rich in mineral resources. The CCA settled Sutter's World and began shipping their precious metals from there to Anchorpoint for international distribution. The wealth of the Nyame Sector has caused the CCA dollar to rise in value to rival the W-Y dollar—a prospect that Weyland-Yutani finds alarming in the least.

Unlike the other supernations, the CCA has no discernible borders to protect—forcing them to face the same problems with piracy and invasion as individual Frontier colonies. Because of this, the Central Confederation of Africa has poured resources into jump-starting a peacekeeping organization that will vigilantly stand guard over these isolated worlds.

UNITED NATIONS INTERSTELLAR SETTLEMENT CORPS (UNISC)

PEACEKEEPING, DIPLOMATIC PROTOCOLS, HUMANITARIAN EFFORTS, DISASTER PREVENTION AND RELIEF

An intergovernmental and intercorporate colonial peacekeeping organization, the United Nations Interstellar Settlement Corps' purpose is to maintain interstellar peace and security, develop amicable relations among supernations and megacorps, achieve interplanetary cooperation, and be a center for harmonizing the actions of extrasolar colonies. Diplomatic situations often see UNISC peacekeepers monitoring post-conflict areas and mitigating border disputes. Called the United Nations Interplanetary Corps (UNIC) when it was instituted in the 21st century, the organization was originally intended to govern the Sol system and near-Earth colonies. As humanity began reaching into deep space and establishing extrasolar colonies, megacorporations like Weyland Corp took more and more power from both individual and super nations.

By the 2110s, the major corporations had pinned the loss of the far spinward colonies on UNIC and the organization was disbanded. Soon reinvented as the United Nations Interstellar Settlement Corps (UNISC) with the intention of expanding its involvement in the policing and provision of security for the settlements within the Middle Heavens. While they have been instrumental in drafting treaties and agreements between warring supernations and megacorps over the decades, UNISC could not find the intercorporate or international support and funding needed to enforce trade agreements, non-aggression pacts, and human rights in the extrasolar community—its services were made all but redundant by the Extrasolar Colonial Administration and the United States Colonial Marines.

But that wasn't the end for the UN. In 2180, the modest interstellar nation known as the Central Confederation of Africa discovered and laid claim to an area of space rich in mining assets. They poured their resources into the UNISC in an effort to unite the despondent nations and corporations and put an end to decades of cold wars. As such, they launched the Great Mother mission in 2182—a massive colonial undertaking to travel to the far spinward colonies. Their mandate—reestablish trade with any surviving settlements and recolonize those lost.

With the outbreak of the Frontier and Colony Wars in 2184 and '85, the UNISC began providing aid to the ECA. Establishing its headquarters on Anchorpoint Station, the UNISC has doubled down on efforts to ensure stability to the war-torn Middle Heavens, both offering relief to colonies cut off by the conflicts and forming the United Nations Interstellar Settlement Corps Exoplantary Peacekeepers (UNISCEP)—a multinational and multi-corporate peacekeeping force to maintain order. The UNISC Security Council includes the CCA, UA, UPP, 3WE, and—representing the ICSC as of 2181—the Hyperdyne Corporation.

THROOP RESCUE AND RECOVERY ORGANIZATION (TR&R)

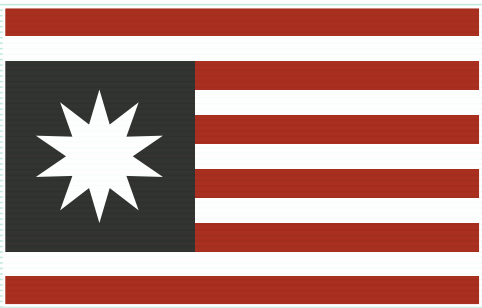
RAPID RESPONSE, SEARCH AND RESCUE, CRISIS INVESTIGATION AND MANAGEMENT, SALVAGE AND RECOVERY

Throop Rescue and Recovery is a UNISC sponsored private organization. Independent and discreet in their operations, Throop R&R is often called upon to save lives and recover assets without corporate or supranational internal politics getting in the way. Throop is equipped with a fleet of nine Model CM90V *Corvus*-class salvage vessels (same as the CM90S on page 180 of the core rulebook, but with enhanced gravity drives providing an FTL Rating 4). These ships each carry two recovery shuttles. ■

UNITED AMERICAS (UA)

With regulatory organizations such as the Extrasolar Colonization Administration (page 29) and the ICC (page 234 of the core rulebook) in place to maintain safety standards, the United Americas leaves the exploration and colonization of its frontiers to the private sector. Other UA governmental agencies involved in the protection of the colonies include the Colonial Marshal Bureau, Colonial Marines, and Outer Rim Defense Fleet—all of which work together with UNISC to maintain the outer colonies.

The United Americas (UA)



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COLONIAL MARSHAL BUREAU (CMB)

LAW ENFORCEMENT, BORDER PATROL, HOMEWORLD SECURITY

While a division of the United Americas, the Colonial Marshal Bureau has the authority to work within the borders of the 3WE as well. Sometimes called the Office of Colonial Marshals, the CMB is the law enforcement arm of the United American Extrasolar Colonial Administration. The law on the frontier, marshals also double as designated ICC agents in regions where none are stationed. They are usually assigned based on the number of colonists a settlement boasts. For less civilized areas, a single marshal's office will service an entire sector of space. Colonies that don't rate their own marshal or deputy are supposed to be protected by corporate appointed security, but this often amounts to volunteers with a mislabeled crate or two of century-old assault rifles. Marshals often work in tandem with the USCG and now the UNISC.

UNITED STATES COLONIAL MARINE CORPS (USCMC)

EXPEDITIONARY WARFARE, FORCE PROJECTION, RECONNAISSANCE, INTER-PLANETARY STRIKE

The elite fighting force of the United Americas, the United States Colonial Marine Corps is the primary UA force protecting the Outer Rim and Frontier colonies. Caught in multiple overlapping wars with the UPP, ICSC, and terrorist groups for nearly a decade, the marines are spread too thin to adequately guard all the colonies. The threat of the recent border bombings and allegations of misconduct by high ranking generals and a shadow government organization buried within the ranks of the USCMC have caused most colonists to lose faith in the corps. For more on the USCMC and their struggles on the Frontier, see Free League Publishing's *Colonial Marines Operations Manual*.

UNITED AMERICAN COLONIAL GUARD (USCG)

RESERVE FORCE, CIVIC ACTION, DISASTER RELIEF

This reserve force of colonists is usually only activated to assist in natural disaster relief or in times of civil unrest to augment the Colonial Marshal Bureau.

Members of the Colonial Guard only receive basic training supplied by the Colonial Armed Forces. In times of unrest, a marshal or marine transport can land at a colony and assemble a "posse" of UACG reservists for rescue and/or defense duty.

UNITED AMERICAN OUTER RIM DEFENSE FLEET (UAORDF)

POWER PROJECTION, MASSIVE DETERRENCE, SPACELIFT, INTERSTELLAR WARFARE

The original protectors of the Outer Rim colonies, the Outer Rim Defense Fleet was in the process of being gradually phased out after the Tientsin War—so much so that they were on the verge of being decommissioned when the Frontier and Colony Wars broke out. After two of the five remaining active star groups were decimated in the initial Border Bombers incident (page 22), the United American Allied Command Crestus shipyards were put into action by Secretary of Defense Almirante De La Flota Joëlle De La Cruz, bringing the retired ships out of mothballs. Thanks to aid from the UNISC, retrofit of the ORDF will soon be complete—hopefully in time to restore order and offer relief to the colonies. ■

THE UNION OF PROGRESSIVE PEOPLES (UPP)

Unfortunately for the Progressive Peoples, the UPP inherited Weyland Corp's mostly tapped out colonies in the once fertile Outer Veil. The UPP simply does not have enough resources to feed all its people. Overcrowded colonies have made expansion a must—and the UPP is willing to take new worlds by force if necessary.

PROGRESSIVE PEOPLES COSMOS EXPLORATION CORPS (CEC)

EXPANSION, RECONNAISSANCE, ASTRONOMICAL AND TERRESTRIAL RESOURCE ASSESSMENT, MINING AND COLONIAL TERRITORIAL CLAIMS

In addition to their Space Operating Forces, the UPP has the Cosmos Exploration Corps—a less militaristic branch dedicated to extrasolar exploration. The CEC's mission is to aggressively seek out potential new colonies to tame and establish new settlements there as quickly as possible. Typical for the UPP, the Cosmos Exploration Corps operates on a low budget with second-hand equipment and an aging fleet of Model CYG-NS3 *Starclippers* (page 182 of the core rulebook). These explorers make the best of it, risking their lives in faulty spacecraft to better the lives of the people. After they identify a potential resource world, CEC teams stay put until a SOF fighting group can establish a garrison there. ■

THE THREE WORLD EMPIRE (3WE)

The 3WE colonial resources have been dwindling for decades. Bad deals with the likes of Weyland-Yutani have kept the empire from securing the powerbase it needs to stand on its own. Of late the 3WE has encountered dissent within its outermost colonies—planets like New Albion in the Weyland Isles Sector have declared their independence, leading to the political clusterfuck the media refers to as the 3WExit. As the Colony Wars progress, the situation in the Weyland Isles has escalated, causing the UPP and ICSC forces to get involved. With Frontier worlds changing hands overnight, it's a dangerous time for 3WE colonists.

ROYAL EXPEDITIONARY GROUP (REG)

EXTRASOLAR EXPLORATION, XENOBIOLOGICAL CATALOGING, COLONIZATION, ASTRONOMICAL AND TERRESTRIAL RESOURCE ASSESSMENT

Nicknamed Reggies, the Royal Expeditionary Group is an offshoot of the Royal Armed Forces. Less concerned about cataloging new findings than they are about securing new assets for the Three World Empire, most Reggie SEV missions will see a small group of officers, government officials, and/or royalty along for the ride—thrill seekers who sit on the sidelines while their people do the heavy lifting. It's these officials' job to make an assessment on the potential benefits of a new world vs apparent threats, putting the lives of their science team in danger for a perceived betterment of the empire.

SIR PETER WEYLAND'S EXPLORERS ACADEMY (SPWEA)

ACADEMIC AND TECHNICAL EDUCATION

Founded by Sir Peter Weyland in 2036, the Explorer's Academy is a 3WE alternative grad school for underprivileged college students interested in the fields of biotech, nanotech, cybernetics and terraforming. For the past century and a half, the top graduates of the program have been offered pioneering positions at prestigious military and private organizations like the empire's Royal Expeditionary Group and Weyland-Yutani Corporation. The academy also sponsors a colonial charity group called the Little Explorers. Little Explorers is dedicated to the scientific and technological education of troubled middle school students. ■

INDEPENDENT CORE SYSTEM COLONIES (ICSC)

To the average Frontier colonist, the ICSC seems like a dream—independent worlds who own what they produce and work together for a better interstellar community. This, of course, is a lie. The Independent Core System Colonies is essentially a dummy government formed by a consortium of corporations seeking both a tax shelter and the autonomy to operate free of governmental safety regulations. As such, the lush colonies of the ICSC are a dichotomy of the wealthy elite and the indentured working class who labor to keep them content. While corporations like Alphatech and Steer City Cattle Company have colonies or expeditions throughout the Outer Rim, the organizations listed here outnumber those by far.

ICSC INVESTMENT GROUP (ICSCIG)

FINANCIAL BUSINESS OPERATIONS, CAPITAL EXPENDITURE, FINANCING AND EQUITY OFFERINGS, BROKERAGE SERVICES

The UA and 3WE have long left the exploration and colonization of their territories to the corporations. However, sometimes a speculative mission is rejected by corporate and international sponsors. That's where ISCSCIG comes in. Pronounced "ice-sig," this investment group funds high risk extrasolar capital ventures. Each project is paired with industrialists, entrepreneurs, and business magnates willing to absorb any financial risks necessary in exchange for potential high gains. While they sometimes fund shipping concerns, their main focus is the exploration and exploitation of natural resources along the Frontier and Outer Rim.

THE GEHOLGOD INSTITUTE (GI)

SCIENTIFIC ACADEMIA, TECHNOLOGICAL INNOVATION, XENOLOGICAL STUDIES

Based on Alexandria Colony in the ICSC, the Geholgod is a prestigious scientific international and intercorporate research institution that focuses on higher scientific principles. A gathering of leading minds from all supernations, Geholgod is dedicated to the belief that research in the name of pure science is a worthwhile pursuit. Their scientists have a keen interest in both exolife and humanity's possible extraterrestrial origins. The Institute's xenological studies include xeno-linguistics, xeno-archaeological, anthropological, ethnomusicological, and xenobiological research.

WEYLAND-YUTANI CORPORATION (W-Y)

EXOPLANETARY TERRAFORMATION AND COLONIZATION, EXTRASOLAR MINING OPERATIONS, BIOLOGICAL AND TECHNOLOGICAL ENHANCEMENTS, SYNTHETIC SOLUTIONS

Like its predecessor Weyland Corp, Weyland-Yutani is the number one name in colonization and extrasolar mining operations. Their prefab settlements and atmospheric processors dot the frontier and outer rim. It's been estimated that Weyland-Yutani sponsors and supports about 63% of the Middle Heavens' mining and manufacturing colonies—and they have well equipped SEV teams searching well beyond the 20 parsec limit of human civilization in search of untold resources and scientific treasures. Beyond colonial and expeditionary concerns, the company and its many subsidiaries are responsible for modern starship, computer, and hypersleep technologies, as well as bioweapons development.

SEEGSON CORPORATION (SC)

COMPUTER GOVERNING SERVICES AND AFFORDABLE SERVICE SYNTHETICS, FORMERLY DEEP SPACE TERRESTRIAL AND SATELLITE COLONIZATION

Seegson aspired to be a discount Weyland Corp since its inception. In the 2120s, the company made heavy investments in high operating cost deep space orbital platforms. The company rushed to expand into space colonization via artificial satellite habitations. Seegson simply missed the point of extrasolar colonization—settlers aren't looking to spend their lives in a metal bottle with tinny air and a confined environment—if they wanted that, they'd simply become space truckers. Colonists are looking to tame a new world's land and transform air through terraforming. Boarding a claustrophobic space station is a far cry from touching down on a new world and starting a new life.

Where Seegson went right was with their APOLLO mainframes and Working Joe androids—cost effective substitutes for Weyland-Yutani and Hyperdyne's MU/TH/UR system and full synthetics. It would never have occurred to these cutting-edge technological industry leaders that a market for lower tech alternatives would be so viable. Sales of this award-winning integrated AI system kept the company from completely going under after the Sevastopol disaster in 2137. In 2151, Seegson sold several of its patents to the UPP's Norcom company—including unrealized specs for militarized Fighting Joe androids that have begun to see deployment on the frontlines of the frontier.

APOLLO and Joe systems continue to see employment on starships, space stations, and even ground installations to this day. Seegson recently made advances into the colonization business once again, selling APOLLO and Working Joe systems as cost-effective mining colony management across the Frontier. These systems are quite adept at handling planet-bound operations. Unfortunately, the attacks of the enigmatic border bombers have put a damper on these activities as well.

HYPERDYNE CORPORATION (HC)

EXOPLANETARY COLONIZATION, SYNTHETICS, MINING, CYBERNETICS, AND WEAPONS DEVELOPMENT

Originally a synthetic maker, Hyperdyne exploded onto the scene when the original David designs and software were made open source by Weyland-Yutani. Hyperdyne was instrumental in the forming of the Central Space Consortium, a conglomerate of corporations that eventually consolidated into the Independent Core System Colonies. Aside from their android designs, Hyperdyne is most known for its exploitation of the Hyades Cluster.

A series of resource rich worlds were discovered in the Hyades Cluster in the 2110s. Hyperdyne was quick to colonize these worlds and profit from the hard labor of their far away colonists. When the company failed to care for those colonies in the 2150s, the disgruntled colonists defected to the UPP. The resulting conflict between the Colonial Marines and the Progressive People's Army eventually ended with Hyperdyne's forced withdrawal from the cluster. Facing the ramifications of one bad decision after another, Hyperdyne was bought out by Weyland-Yutani and made a subsidiary. Eventually the company was able to buy itself out from W-Y and reformed as the Hyperdyne Corporation. Once again, a major force in colonization, Hyperdyne has backed the UNISC's much publicized Great Mother mission to gain instant market legitimacy.

OMNI-TECH RESOURCES (OTR)

EXOPLANETARY COLONIZATION, TERRAFORMING TECHNOLOGIES, AND MINING CONCERNS

One of the early corporations to get their start out amongst the stars, this company's original mission statement was to scout distant worlds for resources to send back to an overcrowded and polluted Earth. Omni-Tech Resources developed several key components in Weyland Corp's atmospheric processors in the 2030s. When Weyland tried to buy them out, they refused—and soon found their data banks wiped in a cyber-attack reminiscent of the *Arceon* cult. All patents and records of Omni-Tech's achievements were lost and Weyland soon filed for similar claims for suspiciously similar tech. Backed by an industrialist billionaire, Omni-Tech nonetheless refused to give up. They developed more practical but time-consuming terraforming techniques like atmospheric algae blooms and geothermal taps. They operate several domed colonies on poisonous or airless worlds that will take hundreds of years to support human life.

GEMINI EXOPLANET SOLUTIONS (GES)

MINERAL RESEARCH AND EXTRACTION TECHNIQUES

A research company specializing in mineral extraction, Gemini develops alternative mining methods for gas giant, comet, and terrestrial asteroid-based operations. Gemini's innovative research under a Geholgod grant developed the technology to harvest plasma from comets, dying stars, and black holes. Gemini has worked with Weyland-Yutani, Seegson, and the Kelland Mining Company.

KELLAND MINING COMPANY AND CONSORTIUM (KMCC)

DEEP SPACE PROSPECTING, OIL AND BULK-MINERAL MINING OPERATIONS

A merger of 21st century Earth's major oil companies into a single megacorp, the Kelland Mining Company is the epitome of Big Oil in space. A major deep space mining consortium which makes use of large Deep Space Orbital Mining Vessels, transporting mined materials via drop shuttles, cargo lifters, and orbital tethers. Expanding to rare minerals in the 2140s, Kelland purchased many of Seegson's defunct space station-colonies and transformed them into deep space mining platforms. Famous Kelland-built and/or operated stations include the *DSMO Marion* trimonite mining station orbiting LV-178, the refit Ariarcus Inc. oil refinery station at Kruger 60Am, and Weyland-Yutani's *DSMO Erebos 01* Plasma Trawling Platform in the *26 Draconis* system. The Kelland Mining Company and Consortium also sponsors the Kelland Panhellanic Prospectors (next page). ■

KELLAND'S PANHELLENIC PROSPECTORS

Backed by the Kelland Mining Company and Consortium, the Kelland Panhellanic Prospectors is a masonic-like organization of freelance wildcatters that can trace their origins back to self-made oil tycoon Daniel P.V. Kelland during the oil rush of the 19th century. Members of the Panhellanic Prospectors are often called free wildcatters.

Free wildcatters are looking for the next big Frontier find. They operate out of small freighters, scout ships, tractors, and mining equipment leased to them by Kelland. When a free wildcatter discovers a rich vein of ore or deposit of oil and signs the find over to the Kelland Mining Company and Consortium, they receive shares just as a colony's wildcatters would. The benefit of being a free wildcatter is the ability to explore and move on as one sees fit. Under the consortium's bylaws, Kelland has first right of refusal to any claim. If Kelland decides to pass, free wildcatters are able to sell their finds to other companies. All external deals are to be negotiated through Kelland itself—allowing the company to receive a portion of the profits even if they pass.

Working both sides of the fence, Kelland saw a substantial profit gain during the recent Oil Wars. Their manufactured supply and demand strategies have transformed them into one of Weyland-Yutani's major colonial competitors.

NEW ALBION PROTECTORATE (NAPRO)

A growing collective of self-declared autonomous colonies under the protection of New Albion, NAPRO was founded in July of 2186 when that colony's local government seceded from their supernational and corporate controllers. Located in the Weyland Isles Sector (page 101), the Protectorate has exploited the colonial unrest caused by the Oil, Frontier, and Colony Wars, prompting colonies who have been abandoned during these conflicts to follow suit in a move the media calls the 3WExit.

Led by sector Prime Minister Maurice Pepper and quietly funded over the past decade by wealthy 3WE families, the movement is gaining traction and is beginning to spread from the Weyland Isles Sector to the Outer Rim. The longevity of the Protectorate is uncertain—it wouldn't take much for the 3WE to retaliate with nuclear strikes. However, it's important to note that a similar secession from the 3WE in 2147 by Alexandria Colony led to the '51 New Deal and the formation of the Independent Core System Colonies (see page 38).

NAPRO has their own military forces—former Royal Marine Commandos disgruntled over the 3WE constantly bending to corporate demands. They also claim to have developed a new weapon—something their Prime Minister refers to as Project X. While unconfirmed, UNISC fears Project X is a biological weapon—one derived from the pathogen deployed on innocent colonies by the as-of-yet unidentified border bombers who have plagued the frontier for the past two years. Some have gone so far as to wonder if the border bombers and the Protectorate are one and the same, but that is pure conjecture. If NAPRO is behind the bombings, they have manufactured the civil turmoil that they now take advantage of—and can be sure to face opposition from UNISC and all its member supernations.

MAKING FRONTIER COLONISTS

"Jacob had this dream of building a cabin on a new world—like the old pioneers on Earth. A cabin next to a lake [...]. I mean a real cabin, made of real wood."

—KATHERINE "DANNY" DANIELS, USCSS COVENANT

You probably think you know what it means to be a frontier colonist. You have to be the bravest of the brave to voyage across the darkness of space, tread on virgin soil, and forge new frontiers from untouched planets. You have to be willing to risk the lives of your family with the determination that what lies ahead, despite the dangers and the struggle to come, will be better than what went before. There is so much uncertainty in this new chapter you are writing in your life. What a story you will have to tell.

Where did you get that idea, a recruitment brochure? That's all romanticized bullshit. The truth is you've gone and bitten off more than you can chew. Sure, the risks are real—but the rewards? Few and far between. Your best chance at surviving your first year on some newly chartered hellhole is to make sure you have the skills and know-how to hold your own when the shit hits the fan.

How you go about creating your frontier character is covered in detail in this chapter, although you should follow the standard method of PC creation, unless instructed otherwise. In a Frontier Colonist campaign, you will be playing ordinary folks doing extraordinary things. Your PCs can be of any career they please, as every career will be needed out on the frontier somewhere. But under each career there are many possible jobs that need taking care of—see next page for guidance over your career options. Your player characters will have a common background or bond that brought them together in the first place, whether they are crewing an exploration or prospecting outfit, or setting out to start a new life on a virgin planet.

While life on the frontier for the average Joe is all about work, work and more work, there are lots of opportunities to be had, claims to be made, and dollars to be earned. The naive amongst your colonization team can even expect what they'd call an adventure or two—something the grizzled old veterans simply call hazard pay. You'll earn that by not only exploring the cosmos and being the first to take a plunge into a new unknown, but by doing your fucking job—building worlds and the political and personal infighting that goes with it. After all, this hard work isn't for nothing.

CREATING YOUR FRONTIER COLONIST

To create your Frontier Colonist, follow the character generation rules in Chapter 2 of the ALIEN RPG, with a couple of additional things to think about. So, grab a character sheet, a pencil and don't forget to decide what bond or connection draws your PCs together (below), consider the new frontier careers of Wildcatter and Entertainer when you make your choice (page 50), and remember every career has a greater selection of starting talents to choose from (page 48).

FRIENDS ON THE FRONTIER

Surviving on the frontier isn't just down to your skill, resilience, and resourcefulness—to thrive you need teamwork. Your players should consider what bond or connection their characters already have that draws them together, bearing in mind the style and direction of the campaign they will be playing (see Chapter 6). This doesn't confer any mechanical advantage, but adds role-playing color and gives the players a common connection and motivation:

- **FAMILY:** The PCs are all members of a family that has moved to the frontier to start a new life. And you thought holidays with your in-laws were bad. Good luck with that.
- **OLD FRIENDS:** There is some old bond, from childhood, or a previous career, or just formed on the long journey to the frontier, that binds them together as a group. Don't count on that, however—best friends stay besties until there's only one spacesuit left.
- **CULTURAL TIES:** They may have never met before, but the PCs' same social or cultural heritage or place of origin draws them together in the bewildering loneliness of space.
- **CO-WORKERS:** The PCs all work for the same company, where they become fast friends, a fellowship they can rely on. Or so the company handbook says.
- **PROFESSIONAL GUILD:** The PCs are part of a workers' collective or union and have work together for the good of the little people. Afterall, someone's got to pay for your union rep's next vacation.

YOUR CAREER

All the character careers from the core rulebook can be adapted for a frontier specialism—this section offers guidance to make those careers your own out on the frontier. Alternatively, there are two new frontier careers that might interest you, the Wildcatter and the Entertainer (page 50).

As the range of jobs needed on the frontier is so vast and varied, we have listed two extra talents for each of the traditional careers. When selecting your career talent, you can choose from these extra talents as well as those listed in the core rulebook, but you still only get one talent to start with. You also get an extra gear option on top of those in the core rulebook, but only get to choose a total of two.

COLONIAL MARINE: You can be a colonial marine out on the frontier, but typically that means you're a grunt kept ready to stand on the line, offer disaster relief, or play "my nuke is bigger than yours" with a foreign power's overambitious border force. On the frontier, the locals are usually looking for muscle rather than firepower, creating opportunities for a former marine to cross over into the private sector. Colonial security gigs are always available, but they're poorly paid for the perilous risks you're expected to take. Mercenary work is there if you can find it, but you'd better have something unique to offer—security can usually do what you can, and they are cheaper. Finally, there's always an out-of-the-way maximum-security prison that needs guarding.

- **FRONTIER TALENTS:** Bodyguard, Hard Hitter
- **FRONTIER GEAR:** Stun baton OR Handcuffs

COLONIAL MARSHAL: The Company is all about law and order on the frontier, as long as it's *their* law and order. That's what the Company heavies are for: leaning on people, making sure the marshal makes the right call, that sort of thing. But also, if you know the law you can break the law—criminals and corrupt officials can be found everywhere. Wildcatters aren't the only people heading into the deep of space looking for things, for the deep of space is a good place to hide. The law won't be going too far out so there's always a good trade for an enterprising bounty hunter or private investigator.

- **FRONTIER TALENTS:** Menacing, Tough
- **FRONTIER GEAR:** Bounty hunter / investigator license OR Handcuffs

COMPANY AGENT: The Company keeps tabs on everything going on wherever it may be. You might be a roving trouble-shooter or auditor looking to find gaps in the books or wasteful people to cull from the salary roll. Your word is Company policy out on the frontier, and you can hire and fire on a whim. But be careful you don't fire the wrong guy, or you might be the next one getting fired. Or maybe you're the colony claims agent, the one who has to rubber stamp every stake and claim made on your dusty little world. Can be a nice way to make some unofficial bonuses. But then there are those, as slick as company executives but who don't work for the Company: fixers who can get whatever you want, but at a price; union agitators striving for the good of the workers; or rivals trying to horn in on the Company's success.

- **FRONTIER TALENTS:** Authority, Watchful
- **FRONTIER GEAR:** Expedition fatigues OR Computer terminal

KID: They used to say that the frontier's no place for a kid. Now they've got families there having them. Frontier life is hard on a kid—there's no playing video games all day. Everyone is part of the community, and everyone needs to be useful. You could be an apprentice learning a trade, maybe wildcatting—exciting times sitting in a tractor and waiting. Or maybe a geologist—sifting through dust and rock looking for hell knows what. What about the idea of mining? You get to play with dynamite! Then there's the whizz-kid who does nothing but can hack into everything, and that quiet kid who knows every twist and turn of the place. Just make sure you stay two steps ahead of the adults. This way when things go belly up, you'll have a running head start.

- **FRONTIER TALENTS:** Fast Reflexes, Stealthy
- **FRONTIER GEAR:** Patched-up M316 Motion Tracker OR Fake Class-2 rating Powerloader license

MEDIC: On the frontier, you have to stand on your own two feet, even when you've got a fungal infection and a compound femoral fracture. Out here, a good paramedic is like gold dust. So much so that a really good one can write their own check or be fast tracked to the position of Medical Officer—which means better pay, better quarters, and better rations. Also, keep in mind that the stresses of frontier life don't suit everybody—too many colonists find themselves coping at the bottom of a bottle or kicking back with a handful of pills. The more progressive companies out there are aware of the problem and have started employing full time psychologists or counselors to look after folks at the raggedy end of space.

- **FRONTIER TALENTS:** Group Psychology, Counselor
- **FRONTIER GEAR:** 3 PDTs for your patients OR Cold weather parka

OFFICER: You might be the champion of the people, giving the working stiff a voice against the Company. A union steward, a rabble-rousing firebrand or a community worker, you listen to the voice of the unheard, stand up for the rights of the downtrodden, and can bring people together to speak with one voice. Never forget—this world was made for everyone, and not just some company fat cats. Unless of course, you're the Colonial Supervisor or on the Command Team, and you *are* one of the fat cats.

- **FRONTIER TALENTS:** Talk Their Language, Hothead
- **FRONTIER GEAR:** Megaphone OR Unofficial access keycard to your boss's office

PILOT: Nothing happens on the frontier without you. You don't need to be a flashy military flyboy pulling bat-turns to do well out here. Flying a skiff hauler, running the low-orbital taxi or flying search and rescue are all proper jobs on the frontier. You might be a tractor runner, the first to explore new places, right after the 'Catters have done the dangerous bit, of course! And if you get to fly one of those big *Magellan* exploration ships? Now that's the job you want.

- **FRONTIER TALENTS:** Hold Your Nerve, EVA Specialist
- **FRONTIER GEAR:** A box of excellent (but probably illegal) cigars OR M8A2 Thermal boots

ROUGHNECK: Out on the frontier you get things done. Maintenance and factory work might be menial and dead-end, but mining hands are skilled people, even if they do call you "drill jockey." Demolition experts even more so, even if they call you "powder monkeys." People gotta breathe, and planetary engineers keep the Atmo Processors running. And people gotta eat, and you might be the farmer to feed them. It's a rare colony that takes you out across rolling fields under a wide blue sky, so you might be farming bugs or fungi, or growing hydroponics. People are relying on you to turn the minerals of the soil, the compounds in the atmosphere and the waste of the other colonists into something edible.

- **FRONTIER TALENTS:** Husbandry, Jury-rig
- **FRONTIER GEAR:** Harvester wrangling equipment OR Daihotai 8×8 Tractor

SCIENTIST: There is an abundance of wonder just waiting to be discovered, and you're going to be the first to find it. Whether it's chasing the weather on a new planet, tracking the local tremors, analyzing alien critters or hunting for the fossils of ancient life, you scrabble to reveal the hidden secrets of the cosmos. You might be independent, on the payroll of the Company or contracted by a wealthy client for purposes they truly keep to themselves. Your drive for discovery will be for the good of humankind, and with a bit of luck, your bank balance.

- **FRONTIER TALENTS:** Intense Focus, Stoic
- **FRONTIER GEAR:** Expedition fatigues OR Heavy safari pack ■

NEW TALENTS

WILDCATTER

THE RIGHT PATH: You have a canny knack for seeing the terrain in a way no one else can, and getting your vehicle safely where it needs to go. You gain +2 to all **PILOTING** rolls when driving a ground or submersible vehicle.

PROSPECTING: You are an expert prospector and can sniff out rich resources better than anyone. When prospecting, you roll twice on the Prospecting Finds table (page 92) and keep the best result.

MIRACLE MECHANIC: Vehicle systems, life-support, colony functions and all types of machines break down just when you need them most, but you're used to it. You can make a **HEAVY MACHINERY** roll as a slow action to cajole, massage, pray or use kind words to make an otherwise broken machine work for just a moment longer. The number of successes multiplied by two determines how many Rounds the machine will continue to operate, with a minimum of 1, before it splutters its last in a plume of black smoke.

ENTERTAINER

EAGLE EYE: You are around other people all the time, watching, observing, and your attention to detail is second to none. You never fail to spot people cheating at cards, and other little things that happen around you. You gain a +2 modification to any **OBSERVATION** test relating to sleight of hand or spotting concealed items on a person.

TRUSTWORTHY: You have a trusting face and smile, and people warm to you. Gain a +2 modification to **MANIPULATION** tests whenever you are trying to gain someone's trust.

PERFORM: You can use **COMMAND** to create a beguiling artistic performance, so much so that those watching are captivated. You can hold a target's attention for one round per success on your roll. They suffer a −3 modification to any **OBSERVATION** tests during this time.

GENERAL TALENTS

AUTHORITY: You exude authority, from your personality, your position in the Company, your place on the command team or because the force of law is behind you. If you fail a **COMMAND** roll you can immediately, as a free action, attempt a **MANIPULATION** roll to try and salvage the situation.

GROUP PSYCHOLOGY: You understand what drives pack behavior and how people tend to function as a group. With a successful **OBSERVATION** roll you can predict the short-term attitude or behavior of a group of people. You get to ask the GM a question about the group, and they must offer you some insight (more detail with extra successes) into what they are going to do as a group.

HOLD YOUR NERVE: Your resilience allows you to block out the bad things going on around you. Once per scenario you can use your signature item to reduce the Panic total you suffer by D6 points. This does not stop you from using the signature item to reduce your **STRESS LEVEL** as usual.

HUSBANDRY: You have grown up with animals or have been extensively trained. You can manage livestock, control dogs, and even handle a manacled Harvester with the right equipment. You can use **SURVIVAL** to force animals to follow simple instructions, and you are skilled in the use of harnesses and electro-prods to handle Harvesters without the usual negative modifier for using such equipment (see page 90 to find out more about "wrangling" a Harvester).

INTENSE FOCUS: Your discipline and attention to detail gives you the ability to block out the outside world and focus on the task at hand. You gain a +2 modification to any task that takes at least a Turn or a Shift to complete, but if you are interrupted you automatically fail the task and must start again.

JURY-RIG: With a Turn of work, you can make a one-use item from scrap and parts you find lying around (at the GM's discretion). The number of successes beyond the first determines any positive skill roll modifier of the item.

PRECISION: Your ability to use heavy machines to unearth the most fragile of artifacts is second to none. You gain a +2 modification to **HEAVY MACHINERY** rolls when operating, rather than repairing or building, a machine.

TALK THEIR LANGUAGE: A born orator and public speaker, you can talk to a crowd and make every person think you are talking just to them, and them alone. Rather than suffering a negative modifier to your **COMMAND** or **MANIPULATION** rolls when outnumbered, you gain a +1 modification instead. ■

WILDCATTER

There is green in them thar hills, money to be made on every rock you can reach, if you know what to look for—and you know what to look for. You may be an independent prospector, seeking out the rich resources that bring wealth to corporations, governments, and a little bit for yourself. Or if you've taken the company dime, you might be a colony surveyor, choosing the best site for building or estimating how much construction might cost, or a land agent—defining who owns what, and who owes how much in rent.

- **KEY ATTRIBUTE:** Agility
- **KEY SKILLS:** Piloting, Survival, Observation
- **CAREER TALENTS (SEE PAGE 48):** The Right Path, Prospecting, Miracle Mechanic, Zero-G Training, Calm Breather

TYPICAL NAMES

Belinda Mulroony
Conor Smith
Sabine Goodman
Kamilla Daria
Zan Taiki
Adam Orfeo

PERSONAL AGENDA

Choose from one of the options below or decide for yourself:

- You're gonna get rich right under the company's nose.
- You're tormented by an everlasting itch for things remote, and love to sail forbidden seas.
- People get in the way of exploitation, it would be better to use machines.

APPEARANCE

Choose from one of the options below or decide for yourself:

- A big bushy beard
- Fresh-faced, like you just graduated from university
- Always staring into the distance with steely gray eyes
- Bespectacled and serious
- A broad toothy smile
- Pale skin and freckles

SIGNATURE ITEM

Choose from one of the following or come up with one for yourself:

- An antique theodolite
- A paper notebook and pencil
- A packet of chewing gum

GEAR

Choose two of the starting items below. You also get $2d6×100 in cash.

- Eco All World Survival Suit OR Daihotai 8×8 Tractor
- Pups Mapping Device OR B9 Blast Mining Charges
- Personal Med Kit OR M72 Starshell Flare Pistol
- Heavy Safari Pack OR Samani E-Series Watch

ENTERTAINER

The frontier needs all kinds of people to make life bearable. Everyone knows about the pilots, engineers, Company shills, security guards, scientists, and medics. But that's not you. You're an entertainer—a performer, croupier, unofficial club owner, waiter, barkeep or other profession, one of the unsung folks who make life in a rundown, ratshit place bearable. At the end of a long day the roustabouts and mechanics, lab technicians and cleaners, all need a friendly face and an hour or two where they can forget how tough their life is. Your job is to provide exactly that. That's what you do. You make life bearable on the frontier.

- **KEY ATTRIBUTE:** Empathy
- **KEY SKILLS:** Manipulation, Command, Observation
- **CAREER TALENTS (SEE PAGE 49):** Eagle Eye, Trustworthy, Perform, Hidden Stash, Quick Draw

TYPICAL NAMES

Michael Aston
Bella Summers
Marcus Foley
Fabian Jelka
Lan Chi
Gina Margarida

PERSONAL AGENDA

Choose from one of the options below or decide for yourself:

- You hate having to be perpetually happy. But if you keep a smile on your face, you can fleece these people.
- You are working for another government and need to sow dissent without being caught.
- No one knows of your alcohol problem, but damn you need a drink.

APPEARANCE

Choose from one of the options below or decide for yourself:

- Cheap but stylish clothes
- Always flipping a card or tossing a casino chip in the air
- Glammed up but you're past your best, and it shows
- Big but with a gentle voice
- Flowing blond locks
- An athlete's physique

SIGNATURE ITEM

Choose from one of the following or come up with one for yourself:

- A silver neck chain given to you by your ex-partner
- An old casino chip worth a lot of money, that you'll never cash in
- A magazine article about the biggest show/casino/establishment on Earth where you hope to work one day

GEAR

Choose two of the starting items below. You also get $2d6×100 in cash.

- Recreational drugs OR Neversleep pills
- Electronic tools OR Maintenance jack
- Personal Med Kit OR Switchblade knife
- Seegson C-Series Magnetic Tape Recorder OR Seegson P-Dat

READY TO DEPART?

Nearly there. Everything is all packed, the permits, regulations and exit passes are in order and you've said goodbye to anyone back home who'd miss you. Maybe there was no one. All you need now is a name, a description of your appearance, your Personal Agenda, signature item and to decide upon your Buddy and Rival. Once that's done you can shift your haversack over your shoulder and take that first step towards your new life on the frontier.

PERSONAL AGENDAS ON THE FRONTIER

Unlike Personal Agendas in Cinematic play, which change as the scenario progresses from act to act, Agendas in Campaign play are more enduring. They are longer term personal objectives, desires, ambitions, or character traits. They drive PCs' behavior and give them something to aspire to or a yardstick to be measured by.

But no one—and I mean no one—heads to the frontier without a good reason. Just getting there alive is an achievement in itself these days. Players should be encouraged to consider Personal Agendas that reflect their reasons for being on the frontier. For some it may be as simple as having a job, a way to make a living and keep the credit companies off their back, while for others it might be the culmination of years of dreaming, of summoning the courage to up sticks and make a completely new life.

If you need some inspiration, you can choose an Agenda from those listed with your PC's career. Alternatively, you can choose or roll on the table on the next page to see what drives your PC to the edge of space. ■

YOUR PERSONAL AGENDA

D66	YOUR PERSONAL AGENDA
11–12	The frontier spells opportunity—the only way to get ahead in this world is to get a bigger share of the profits, and by hook or by crook you're going to get it!
13–14	You only feel good when you hold power and influence over others and where better to do that than on the frontier. And using that power makes you feel even better.
15–16	The frontier is the cutting edge. Your future career and prospects were stagnant back home, and your chances can only be enhanced by taking a tour out here.
21–22	You have lost someone you love or care very deeply about, and they have traveled to the frontier to start again. You must follow them, find them, and at least learn why they ran away from you.
23–24	You belong to a select group, or you aspire to. Everything you do is focused on helping and gaining the good opinion and respect of that group.
25–26	Someone you cared about died, or an irreplaceable heirloom of enormous sentimental value was taken. The person responsible fled to the frontier to escape justice. You're driven to find them and make them pay for their actions.
31–32	You're a Company stooge, or if not you want to be. Getting to the frontier will get you that promotion or job in the Company, and once that's done you're set for life.
33–34	You are an explorer to your core—it's in your blood. Your parents were explorers, and your grandparents before them. You survive by feeding your irresistible curiosity.
35–36	The prospect of stepping onto a virgin planet and making it into a home, not just for you but for everyone, keeps you awake at night with excitement. Now it's time to make it real.
41–42	The unexplored frontier shrouds knowledge just waiting to be uncovered. You must shine a light on these mysteries and reveal new scientific breakthroughs for the benefit of all (or your bank balance).
43–44	Your religion has been shaken and your god has not spoken to you in years. Perhaps you can find the inspiration you need on the frontier. Perhaps God is waiting for you there?
45–46	You heard all those stories and read all those (illegal) books. Now you want to find out for yourself if there's any truth behind them. If there is, you can use that to your advantage.
51–52	You've been a loser as long as you can remember. Heading to the frontier and rebuilding a life for you and your family / friends will be the redeeming achievement of your life.
53–54	You never felt good enough and failure has always been your companion. And it hurts. You'll show them! Before you're done, you'll have a planet named in your honor!
55–56	The prospect of making a new home on a planet millions of miles from your old life thrills you. You cannot wait to stand before your cabin on an icy lake and call it home.
61–62	Your old life has been swept away and everything you believed in or trusted has been proven false. You cannot be happy unless you leave and start again. So, leave you must.
63–64	There has been a disaster in your life: a terrible bereavement, accident or other misfortune haunts you. People say it's your fault, and whether they are right or wrong you cannot bear it. Escaping this torment by losing yourself on the frontier feels like the only option.
65–66	You always dreamed of the stars, and the untarnished spirit of exploration drives you forward.

SIGNING OFF

"For the first time in my life I'm taking a risk. For the first time in my buttoned-down, cautious, scared little life I'm taking a leap of faith. I find I'm so excited I can't sleep, I can't think and don't know what to do with myself. I reckon it's the excitement only someone freed from their fears can feel, only someone who knows there's a long journey ahead with an uncertain outcome. I hope hypersleep isn't as bad as people say. I hope we get there safely. I hope the plains of Pelican Colony are as green as they have been in my dreams. I hope I can lay down my roots next to the crystal lakes, as I've been told. I hope my courage proves to be the making of me, of my future. Only time will tell, and I can't wait to find out!"

GEAR AND SHIPS

"How do we look down there?"
"Okay, but remember this is a patch job. If we hit too much turbulence the cells will blow...and that's all she said."
"So take it easy."
"I hear you."

—CAPTAIN ARTHUR DALLAS AND ENGINEERS DENNIS PARKER AND SAMUEL BRETT, USCSS NOSTROMO

Whether exploring a strange alien landscape, drilling a two kilometer deep mine shaft, or literally making air on a distant world, you need the right tool for the right job. Don't forget to pack some protection from both those frigid frontier nights and the poodle-sized cockroaches that'll try to climb in your sleep sack with you.

WEAPONS

PISTOLS

M72 STARSHELL FLARE PISTOL: These emergency pistols can be found on nearly all military and civilian atmospheric vehicles. Fired straight up into the air, an intensely bright M72A1 Starshell flare will illuminate one zone for D6 Rounds. The pistol can be used as a weapon in a pinch—if a Starshell is fired directly at a human target, any critical injury inflicted will be #15 on the table on page 100 of the core rulebook.

REXIM RXF-M5A3 EVA PISTOL WITH 4×20 SCOPE AND UNDERSLUNG LAG UNIT: This updated version of the Rexim EVA Pistol (page 119 of the core rulebook) is slowly being distributed to the Weyland-Yutani commercial fleet. An RXF-M5A3 comes standard with a LAG light dial to increase damage (page 64) and a 4×20 scope—if the scope is removed, the pistol has no bonus.

HYPERDYNE .357 FRONTIER REVOLVER: The Frontier Revolver is a small handheld modern weapon that has high stopping power. It was made popular on the frontier because of its low cost and easy to acquire owner's permits. Unfortunately, reloading this weapon is slow and cumbersome, requiring manual insertion of each of its six rounds into the cylinder individually, at a rate of two rounds per fast or slow action.

GORHAM .44 MAGNUM PISTOL: Named after the pioneer colonist who made it popular, this handgun fires heavy high-velocity slugs capable of delivering devastating damage. The recoil and muzzle blast are rough on anyone with a STR less than 3—causing a –1 modification to their **RANGED COMBAT** roll when firing it.

UPP MP-4043 GRACH SPECIAL: The most recent of the Grach series, the 4043 has overcome some of the earlier design flaws that made this the most beautiful but most under-performing pistol in the SOF armory. The 4043 is the pinnacle of UPP small arms design, carried by senior officers who are forced to earn the right to use one.

PISTOLS

WEAPON	BONUS	DAMAGE	RANGE	WEIGHT	COST	COMMENT
M72 Starshell Flare Pistol	+1	2	Long	1/4	$50	Illuminates one zone. Any critical injury inflicted will be #15.
Rexim RXF-M5A3 EVA Pistol	+1	1	Medium	1	$500	Armor piercing. LAG (page 64) can be added.
Hyperdyne .357 Frontier Revolver	+1	2	Medium	1	$200	
Gorham .44 Magnum Pistol	—	3	Medium	1	$600	Armor piercing. Less than 3 STR causes –1 modifier to RANGED WEAPONS.
UPP MP-4043 Grach Special	+2	2	Medium	1	$1800	Armor piercing.

Rexim RXF-M5A3 EVA Pistol

BONUS: +1 | **WEIGHT: 1**

DAMAGE: 1 | **COST: $500**

RANGE: Medium

COMMENT: Armor piercing. LAG (page 64) can be added.

ELECTROSTATIC WEAPONRY

The ES-7 Rifle has a tell-tale blue muzzle flash when fired. While a quality weapon, it fell out of use before the Weyland-Yutani merger due to its cost and upkeep requirements—if not cleaned properly each day (takes one Turn), a shot fired will sometimes—if two or more are rolled on the Stress Dice—stun the shooter as well. Wearing a pair of insulator gloves makes firing it completely safe. Still in use with the ICSC, crates of electrostatic weapons are often sent along with colony missions for protection. Unfortunately for colonists, these crates are often labeled as EW for Electrostatic Weapons—which also stands for advanced "Emulsion in Water" solvents used in herbicides. Colonies that don't bother to crack one of these crates open to inspect the contents often go unprotected from raiders and native fauna with dozens of guns stashed in a forgotten storage container.

RIFLES

WEYLAND ES-7 SUPERNOVA DUAL-ACTION ELECTROSTATIC SHOCKGUN: These electrostatic kinetic energy projectile weapons fire armor-piercing rounds that carry a stun charge. Any human target that suffers damage from an attack must make a hard **STAMINA** roll (−2, doesn't count as an action) or be stunned for one Round, unable to act. Shockguns can accommodate any shotgun ammo, automatically adding the stun effect to any damage.

WEYLAND STORM RIFLE: The 150 year old Weyland Corp Storm Rifle was a design ahead of its time. In addition to being a state-of-the-art assault weapon, the Storm Rifle has a long-range sniper function capable of hitting a target five kilometers away. Like most Weyland Corp products, this advanced and very expensive rifle was intended as a showcase of Weyland ingenuity. It was never intended to be put into mass production, but a misread memo saw it distributed to over 7,000 colonial peace-keeping missions during the height of the Weyland Era.

The Storm Rifle was retired at the turn of the century. When Armat was invited to create a weapon to replace the USCMC Harrington Assault Rifle in 2170, they drew upon the Storm Rifle's plans to make an updated and economized version of this masterpiece.

RIFLES

WEAPON	BONUS	DAMAGE	RANGE	WEIGHT	COST	COMMENT
Weyland ES-7 Supernova Dual-Action Electrostatic Shockgun	+2	2	Short	1	$1,200	Stun effect, armor piercing.
Weyland Storm Rifle	+1	2	Extreme	2	$3,000	Armor piercing, full auto. Underslung shotgun (page 121 of the core rulebook).

Weyland ES-7 Supernova Dual-Action Electrostatic Shockgun

BONUS: +2

DAMAGE: 2

RANGE: Short

WEIGHT: 1

COST: $1,200

COMMENT: Stun effect, armor piercing.

HEAVY WEAPONS

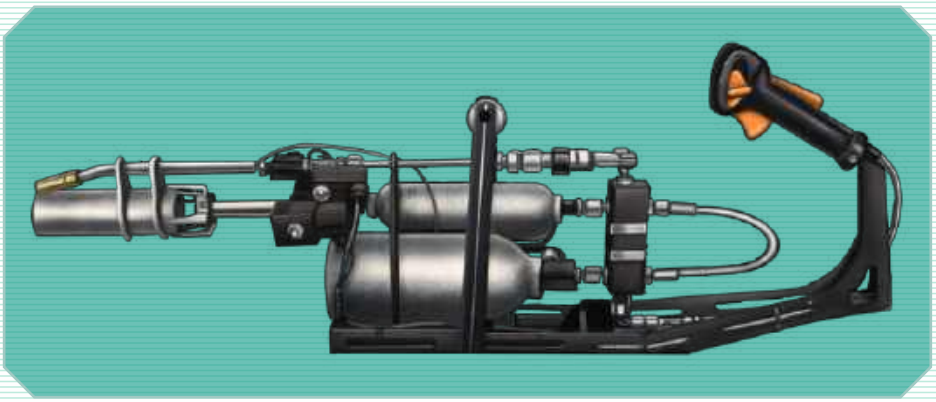
REXIM RXF-M4 EVA MINING LASER: This standard mining laser is the Weyland-Yutani tool converted into a weapon by disgruntled miners during the 2106 uprising on Torin Prime.

WEYLAND FLAMMENMACHER 3 HEAVY INCINERATOR UNIT: This century-old industrial flame thrower is seeing a comeback on Frontier colonies. Heavy Incinerator Units are often used for clearing out dead foliage and burning disease ridden corpses.

HEAVY WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	WEIGHT	COST	COMMENT
Rexim RXF-M4 EVA Mining Laser	–2	3	Short	2	$400	Armor Piercing, Power Supply 5.
Weyland Flammenmacher 3 Heavy Incinerator Unit	+1	3	Long	2	$2,000	Fire Intensity 12

Weyland Flammenmacher 3 Heavy Incinerator Unit



BONUS: +1

DAMAGE: 3

RANGE: Long

WEIGHT: 2

COST: $2,000

COMMENT: Fire Intensity 12

AMMUNITION AND EXPLOSIVES

KIP BATON ROUNDS: Designed for non-lethal crowd control and used by Colonial Marshals, these kinetic impact shells work with shotguns and shockguns. These rubber projectiles can incapacitate without killing. Armor is doubled and any critical injuries from these rounds will be #16, #24, or #33 (equal chance of each).

WILDCATTER B9 BLAST-MINING CHARGE: A focused charge designed for blast-mining, the B9 can be detonated by timer or remote. The blast-mining charge has a Blast Power 9. The intended target suffers an extra 2 points of damage automatically, and the damage caused is armor piercing. ■

AMMUNITION AND EXPLOSIVES

WEAPON	DAMAGE	WEIGHT	COST	COMMENT
KIP Baton Rounds	2	—	$30	For shotgun or shockgun. Armor doubled. Any critical injury inflicted will be #16, #24, or #33.
Wildcatter B9 Blast-Mining Charge	Blast 9	1	$200	Against the intended target, damage is increased by 2 and is armor piercing.

SUITS AND ARMOR

FATIGUES

EXPEDITION FATIGUES: These thermal-regulating undersuits come in a variety of blues, grays, and emergency oranges. They add a +1 modification to **STAMINA** when resisting heat, cold, and vacuum.

M7 "DRY" BOOTS, M8A2 THERMAL BOOTS, AND M11 PERFORMANCE ENHANCED PLATYPUS FINS: Surplus military footwear is used by colonies and explorers on rough and tumble frontier worlds. M7s are needed for a prolonged stay in a hot and moist environment (the alternative could be foot rot). M8A2s will keep you warm and snuggly in cold weather scenarios, unless you like frostbite and aren't too fond of keeping your toes (**STAMINA** rolls to resist cold gain a +1 modification). Only available for high-end exploration teams, the M11s are best for aquatic explorations—they add a +2 modification to underwater **MOBILITY** rolls.

FATIGUES

FATIGUES	WEIGHT	COST	COMMENT
Expedition Fatigues	—	$55	Thermal-regulating undersuit adds STAMINA +1 to resist heat, cold, and vacuum.
M7A Dry Boots	—	$60	Prevents footrot in moist environments.
M8A2 Thermal Boots	—	$75	STAMINA +1 to resist cold.
M11 Performance Enhanced Platypus Fins	1/2	$100	Bonus +2 to underwater MOBILITY rolls.

PROTECTIVE GEAR

LIFEVEST: An inflatable flotation vest included in many vehicular survival kits, a life vest will keep its occupant buoyant in most liquids. It includes a built-in flashlight and solar powered beacon transmitter that will broadcast PDT information over a two kilometer radius.

KEVLAR VEST: A relatively lightweight vest made of woven metal fibers, the Kevlar vest is the personal armor of choice for law enforcement and security details throughout the colonies. It offers limited protection from bullets, knives, shrapnel and any kind of penetrating weapon.

COLD WEATHER PARKA: Freshly terraformed worlds often have severe nightly temperature drops. Wearing one of these heated hoodies gives a +2 modification to **STAMINA** rolls made to resist the effects of severe cold (page 107 of the core rulebook).

FULL FACE PERSONAL REBREATHERS: These masks contain a small cylinder of oxygen (Air Supply 2), usually clipped to the front of a supply belt. They protect from inhalable toxins but offer no protection from vacuum.

PROTECTIVE GEAR

GEAR	ARMOR RATING	AIR SUPPLY	WEIGHT	COST	COMMENT
Lifevest	—	—	1	$65	Prevents drowning when at the water's surface.
Kevlar Riot Vest	4	—	1	$600	Built-in comm unit.
Cold Weather Parka	—	—	1/4	$100	STAMINA +2 to resist cold.
Full Face Personal Rebreather Mask	—	2	1/2	$100	Protects against gaseous and airborne chemical biological contaminants. Breath underwater. Air Supply 2.
Professional Hazmat Suit	1	3	2	$1,000	Armor Rating 1, Air Supply 3. Built-in comm unit. Protects against chemical and biological contaminants and radiation.
Biohazard Suit	1	2	1	$600	Armor Rating 1, Air Supply 2. Built-in comm unit. Protects against chemical and biological contaminants.
Presidium Mark VIII Advanced SE Suit	1/2*	3	1	$500	*Base Armor Rating is 1. Optional iridium coated vest adds an additional +1 to Armor. Air Supply 3. Built-in comm unit. Exoskeleton adds +1 to STRENGTH-based rolls. Built-in High-Beam Shoulder Lamp (page 64).
CCC4 Cosmos Corps Compression Suit	1	5	2	$5,000	OBSERVATION –1, MOBILITY -1
ECO2 All World Systems High Pressure Survival Suit	8	6	3	$20,000	Built-In comm unit. Air Supply 6. Reinforced shell. Designed for high pressure environments.
YAWS3 Yutani All Weather Singular Survival Shelter	2	12	3/4	$30,000	Built in motion detector, PDT, rebreather, and medkit. Delivers sedatives and stimulants as needed. Includes 1 week consumables. Power Supply 6. Weight increases to 4 when activated. Roll Power Supply every Shift in extreme Temperatures. Protects from vacuum.
Omni-Tech EL7-HXC Emergency Landing Hex Capsule	10*	—	3	$150,000	Only protects against kinetic damage, fire, and radiation.

PROFESSIONAL HAZMAT SUIT: This sealed bodysuit acts as protection against hazardous materials. The suit protects fully against chemical and biological contaminants as long as nothing has pierced it. It also acts as armor against radiation. Each time you suffer a Radiation Point, roll six Base Dice—if you roll one or more , the Rad is absorbed by the suit. Hazmat suits have a built-in comm unit and Air Supply 3. They do not protect against the vacuum of space.

BIOHAZARD SUIT: The plastic suit provides protection from biochemical contaminants as long as no damage has pierced it. Biohazard suits have a built-in comm unit and Air Supply 2. They do not protect against the vacuum of space.

PRESIDIUM MARK VIII ADVANCED SE SUIT: Originally designed for Peter Weyland's 2091 *Prometheus* mission, these nano-reinforced composite helmet and cadmium exoskeleton-equipped, form-fitting space suits are used for Geholgod Institute funded expeditions. The exoskeleton gives a +1 modification to all **STRENGTH**-based skill rolls. The Presidium Mk II-VIII all have dual video feeds from helmet and body cams. The helmet's HUD tracks vital stats, environmental conditions, communications systems and data analysis. An iridium-coated, laser-resistant light-weight armor vest can be added to the suit for an extra cost.

CCC4 COSMOS CORPS COMPRESSION SUIT: A compression suit similar to the Mk.50 Compression Suit (page 128 in the core rulebook), the CCC4 is an unarmed and unarmored version of the Space Operating Forces CCC5. Less cumbersome than the Mk.50, the CCC4's helmet viewport is comparatively small and gives a –1 modification to **OBSERVATION** rolls.

ECO2 ALL WORLD SYSTEMS HIGH PRESSURE SURVIVAL SUIT: Like the original ECO, this EVA hardsuit has fully articulated rotary joints and self actuating fingers, providing a limited range of mobility. The ECO2 is designed for both vacuum and high pressure environments of up to 20,000 psi of pressure. The helmet has a sophisticated heads up display, camera, and communications unit built in along with data ports to download recorded sensor, comm, and personal logs. While the original ECO suit ships with a metallic crimson finish, the ECO2 is construction yellow. The suit has hard points for attaching lines as well as its own thrusters for tether-free zero G maneuvers.

YAWS3 YUTANI ALL WEATHER SINGULAR SURVIVAL SHELTER: Specifically designed for elite explorers, the Yutani All Weather Singular Survival Shelter is the ultimate survival kit. YAWS3 ships compressed in a large duffle bag shape for ease of transport. Sarcophagus-shaped when inflated, this environmental sleeping bag can regulate its internal temperature to a cool 22 degrees Celsius while external temperatures range from anywhere between –40 to 110 degrees Celsius. Of course, the harder the system works, the faster it depletes its energy cells before it has a chance to recharge them.

The YAWS3 comes with a built-in medkit, one week's emergency rations, bedpan, PDT with double the usual range, and a simple rebreather mask with an internal atmosphere (Air Supply 12) and built-in battery (Power Supply 6). Intravenous sedatives and protein solutions can extend one's stay up to a month. The YAWS3 can be programmed to administer stimulants should its built-in motion detector register something. The panel directly in front of the occupant's face is transparent, allowing them to stay somewhat aware of their surroundings and rescuers to confirm there is someone inside with a glance. Prohibitively expensive, YAWS3 are used by Geholgod Expeditions and Throop Rescue and Recovery.

The YAWS3 is buoyant and will float in water, methane, and most other liquids. While the YAWS3 is safe to use in a vacuum, the smallest of micrometeorites can puncture the triple-hulled inflatable and render it useless.

A NOTE FROM MU/TH/UR: At average temperatures, the system will maintain itself for a month. At extreme temperatures, however, the occupant must make a Power Supply roll every Shift. While designed for single occupancy, two can fit inside in a pinch—assuming they don't mind being friendly. This will overtask the system, however, and require two Power Supply rolls per Shift instead. ■

OMNI-TECH EL7-HXC EMERGENCY LANDING HEX CAPSULE: An expensive explorer's backpack-shaped device that can be attached to spacesuits like the Presidium or ECO2 (page 63), the experimental EL7-HXC was originally developed in the 2130s and then shelved when it proved to be somewhat unreliable. When deployed, the tension wires within the rods of the EL7 allow it to self-create a protective polygonal sphere of hexagonal shapes around the wearer. The reactive converters generate a field of force between every six nodes. The fields increase in power to repulse whatever force is thrown at them, essentially turning that energy against itself.

The device reacts to kinetic energy, so the effect of activating it can cause the sphere to bounce across the terrain. EL7s have been used to soft-land during atmospheric entry and even to survive a nuclear blast, but were discontinued when their failure rate far exceeded the successes. Too much energy directed at the converter nodes will overload them before they can push back, causing catastrophic failure.

Each time you suffer explosive or energy-based damage, Fire Intensity, or Radiation, roll ten Base Dice—if you roll one or more , the damage or RAD is absorbed by the shield. EL7s offer only limited protection against the vacuum of space. Anyone in the EL7's field while in space can survive if they have a rebreather, but must make a **STAMINA** roll or lose consciousness from system shock. The EL7 offers only 1 point of Armor against non-energy and blunt force attacks. The system collapses if any damage is done, leaving the occupant on their own in the next round. Both Throop Rescue and Recovery and the UNISC Great Mother Mission use the EL7. ■

OTHER EQUIPMENT

HEAVY SAFARI PACK: This large waterproof backpack comes standard equipped with a medkit and Supply rating 6 worth of food and water (page 34 of the core rulebook). In addition, the pack allows you to carry two more regular-sized items than normal without being over-encumbered.

CHEMICAL BIOLOGICAL RADIOLOGICAL DETECTION KIT: This explorer's kit includes a Geiger counter, a biological and chemical agent diagnostic device, four doses of neurotoxic inhibitors, four emergency respirators (Air Supply 3), a pair of acid proof gloves and goggles, syringes, sampling tools, chemical detection paper, and three heat resistant specimen jars. Using this kit automatically detects the current radiation level (page 110 of the core rulebook) and any chemical particles or biological pathogens at the user's location. It also gives the user a +2 modification to Sickness Rolls (page 109 in the core rulebook).

LAG LIGHT DIAL (LASER ATTUNEMENT GUIDE): Commonly mounted under the barrel of a Rexim RXF-M5, the LAG acts as a focusing mechanism. This light dial can control the intensity of the energy beam. With it installed, the laser can be changed in intensity from a blinding light (with a –1 modification to **OBSERVATION** for anyone within one zone of target) to an armor punching weapon (adds +1 damage, but a Stress Die must be rolled after each shot—on the power is drained). Using an RXF with a LAG set to higher levels is dangerous in pressurized environments. Be careful—you don't need to shoot a hole in the hull and then blow your ass through it one cheek at a time.

TNR HIGH BEAM SHOULDER LAMP: A high-powered flashlight, the TNR can be carried by hand or mounted to the shoulder bracket on APE Suits, armors, and all space and compression suits, allowing for hands free use. The TNR removes the effect of darkness in a zone (page 83 of the core rulebook).

MINING TOOL KIT: This set of heavy mining equipment adds a +2 modification to any mining related **HEAVY MACHINERY** roll. It includes hammers, wrenches, chisels, and pickaxes—many of which can be used as weapons in a pinch.

FOLDING SPADE AND DIGGING FORK: This doubled-sided wildcatter's tool includes a collapsible garden fork on one side and a shovel on the other. Both can also be used as close combat weapons. Wildcatters will heat up their spade, turning the shovel into a makeshift cooking pan for grub. So, when you are breaking up soil for samples all day and unearth a critter's burrow, you can dig it out of its hole, kill it, and then fry it up—all with your damn trusty fork and spade.

FOLDING WINCH: This tripod winch-and-cable device was developed so that prospectors could inspect newly dug mining shafts with their hands free. Also used for rappel and rescue ops, the folding winch gives a +2 modification to **MOBILITY** rolls when hooked in on the folding winch's polymer climbing rope.

POLYMER CLIMBING ROPE: This high-polymer abrasion-resistant coated cable comes in 45 meter coils. Just remember—it's abrasion resistant, not acid proof. It won't fray easily and you won't cut up your bare hands climbing it—but acid will eat right through it.

PDT/L BRACELET/LOCATOR TUBE SET: One piece is a Personal Data Transmitting wrist-worn accessory, the other is its dedicated locator. Limited to a range of under 100 meters, the locator tube digitally displays its proximity to the bracelet and beeps louder as it approaches the transmitter. While all colonists have built in PDTs (page 132 of the core rulebook), rescue and recovery groups will use these to keep track of personnel and survivors. If the tube is synced to a colony's operations center or starship's science station, full biometric data of the wearer can be accessed.

OMNI-TECH SONIC DETERRENT DEFENSE GRID (SDDG): A perimeter fence set up to protect a colony from indigenous species, the SDDG uses ultrasonics to keep the pests at bay. Anyone getting within **SHORT** range of the barrier without ear protection must roll **STAMINA** each Round or suffer +1 **STRESS LEVEL** and make a Panic Roll. Cost is for a 9 × 9 meter enclosure that can be expanded by additional 3 meter fence increments. These grids can be hooked up to an independent power supply, run off a colony's generator, or hooked up to vehicle or starship batteries. ■

OTHER EQUIPMENT

DEVICE	WEIGHT	COST	COMMENT
Heavy Safari Pack	0	$100	Increases carrying capacity by 2.
CBR Detection Kit	1	$800	Detects radiation and gives +2 to Sickness Rolls.
LAG Laser Attunement Guide	1/4	$200	Changes RMF intensity from a blinding light (–1 OBSERVATION to anyone within one zone of target) to an armor punching weapon (adds +1 damage but requires a Power Supply roll).
TNR High Beam Shoulder Lamp	1/2	$60	Removes the effect of darkness in a zone.
Mining Tool Kit	2	$300	Adds +2 to HEAVY MACHINERY rolls related to mining.
Folding Spade and Digging Fork	1/2	$30	Can be used as a close combat weapon (Bonus +1, base Damage 2).
Folding Winch	1	$40	+2 modification to MOBILITY rolls when climbing
Polymer Climbing Rope	1/2	$40	45 meter length line with abrasion resistant coating.
PDT/L Bracelet/Locator Tube Set	1/4	$100	See description (above).
Omni-Tech SDDG Sonic Deterrent Defense Grid	4 per fence	$50,000	Roll successful STAMINA each Round within 1 zone of fence or suffer +1 STRESS LEVEL and make a Panic roll. Extra $10,000 per extension fence.

VEHICLES

A good vehicle can help you explore a barren mountain range or escape your colony's overloading fusion reactor. It's important to note that these vehicles are not faction specific—they are in use by the frontier colonies of all major superpowers despite their origins.

ALPHATECH XT-37C (CIVILIAN TYPE) 4×4 OFF ROAD VEHICLE

The XT-37C is a rough and tumble off road vehicle designed to carry a driver and a passenger. Also in use by the military, the civilian model features a three meter long targeted snare-arm for wrangling wildlife and livestock. The snare arm requires a **RANGED COMBAT** roll to use, but with a +2 modification. A successful hit means the target is grappled.

XT-37 4×4 OFF ROAD

ENCOUNTERED: Civilian frontier worlds
TOP SPEED: 220 km/h
LENGTH: 4.1m

XT-37 4×4 Off Road

WEYLAND ROVER RT SERIES GROUP TRANSPORT

The best-selling expedition vehicle for over a century, the RT Series armored personnel transport has a shape-memory alloy wheel system and nano-reinforced hard-composite treads. The vehicle's modular 20-occupant personnel bay can be swapped out for a cargo bed. Rovers are most often used for exploration teams and as surface shuttle buses on mining colonies. Its ceramic gas turbine engine has 0.4 million pounds of thrust, making its cargo weight virtually unlimited.

WEYLAND ROVER RT SERIES

ENCOUNTERED: SEV mission vessels, offworld colonies, Weyland-Yutani
TOP SPEED: 142 km/h
LENGTH: 8.8m

Weyland Rover RT Series

WEYLAND-YUTANI 6×6 TERRA-TRUCK

Six-wheeled drive vehicles used in terraforming, terra-trucks are equipped with massive wheels and an armored and pressurized cabin capable of withstanding high pressure environments. These massive construction vehicles bear a front-mounted folding alloy-bladed excavation fork.

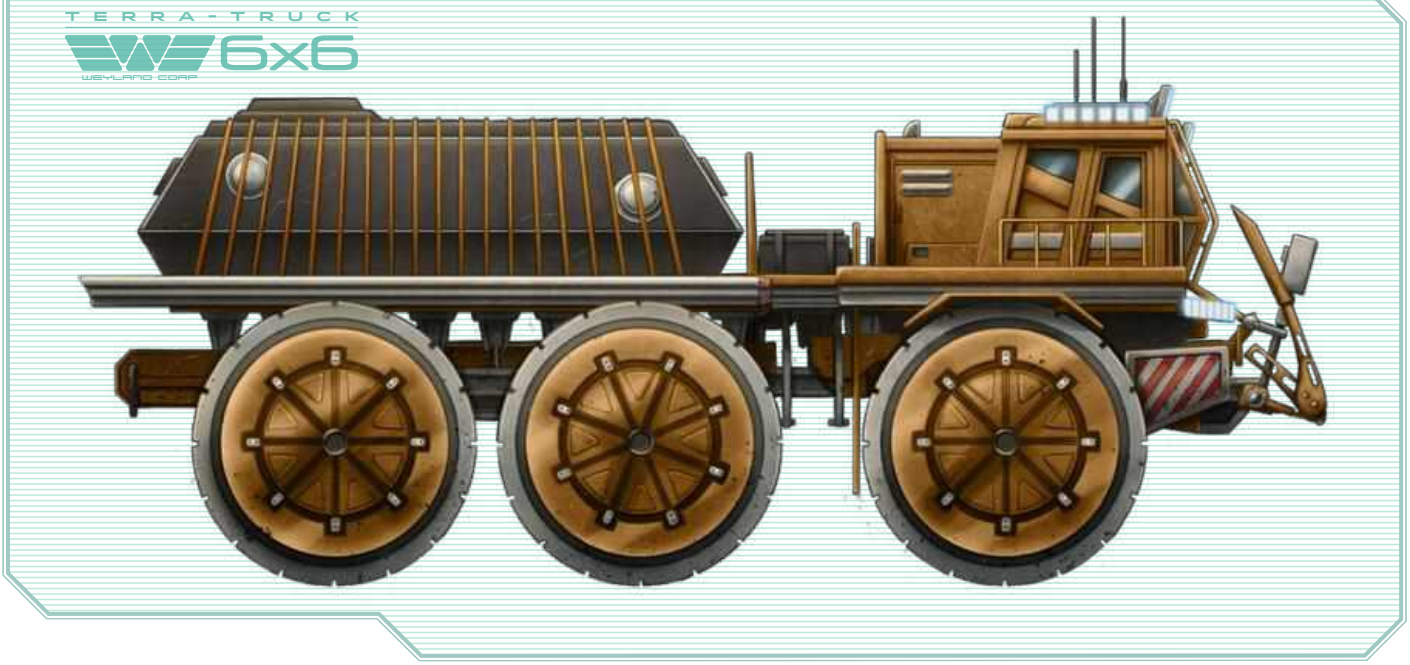
W-Y 6×6 TERRA-TRUCK

ENCOUNTERED: Frontier colonies

TOP SPEED: 60 km/h

LENGTH: 15m

W-Y 6×6 Terra-Truck



DAIHOTAI 8×8 ALL TERRAIN TRACTORS

The lifeblood of every Frontier colony, Daihotai Tractors are all-terrain commercial ground tractor transport vehicles designed for use on extraterrestrial colonies. Their suspension system and eight balloon tires give the vehicle an uncanny mastery of rough terrain as well as a measure of buoyancy in aquatic environments ranging from water to methane. Often the only vehicles assigned to Frontier outposts, Daihotai tractors can be fitted with a variety of shovels, excavators, and backhoes. They can also carry a train of up to three trailers. For more on Daihotai Tractors, see page 140 of the core rulebook.

MIKOYAN-LIU OX SERIES HAMPV 6×6 HEAVY MULTI PURPOSE VEHICLE

Designed around the fortified chassis of a massive heavy construction truck, the UPP Ox is a 3-meter tall behemoth. Its six massive wheels can climb over almost any terrain. The HAMPV's shielded pilot cab and crew compartment are a self-contained environment, and the vehicle can operate both fully submerged and in a vacuum. A UPP design, surplus military HAMPVs are in civilian-use on many UA and 3WE Frontier colonies as construction vehicles and prison transports. The Ox has a crew of two and can carry up to 24 passengers.

MIKOYAN-LIU OX SERIES HAMPV 6×6

ENCOUNTERED: UPP military, Frontier civilians

TOP SPEED: 68 km/h

LENGTH: 16.1m

Mikoyan-Liu Ox Series Hampv 6×6

WEYLAND-YUTANI COLONIAL CONSTRUCTION VEHICLE

These construction-yellow modular heavy duty vehicles are designed for executing a variety of construction tasks needed for building a colony and assembling an atmosphere processor. These ore-hauling articulated vehicles can be fitted as rollers, mixers, compactors, trenchers or dozers as needed.

W-Y COLONIAL CONSTRUCTION VEHICLE

ENCOUNTERED: Frontier colonies
TOP SPEED: 40 km/h
LENGTH: 10m

COBB-C/D "GRASSHOPPER" MULTIVECTOR HELIJET

A short range aerial craft for scouting out terrain on a new colony world, the Grasshopper is also convenient for inspecting mining and farming operations on established colonies. The D model has four cramped seats while the C model has two spacious ones with a personal cargo space.

COBB-C/D "GRASSHOPPER" HELIJET

ENCOUNTERED: Frontier colonies
TOP SPEED: 200 km/h
LENGTH: 6m

COBB-C/D "Grasshopper" Helijet

UA NORTHRIDGE MODEL UC-3G ORBITAL MAINTENANCE SHUTTLE

Sometimes serious starship or station repairs need to be made where no dry dock is available. Designed for external repair duty, maintenance shuttles have large manipulator arms and welding lasers for repairing hull plates. Their cockpits are shielded with heavy metals to protect from any radiation leakage encountered during reactor repairs. Because of this, pilots are required to fly these craft via camera feeds. The shuttle's ventral airlock allows the crew to spacewalk when more fine-tuned work is needed.

All these factors make these shuttles useful for rescue and salvage operations. Throop Rescue and Recovery uses the heavy duty manipulator claws as jaws of life in crushed airlock accidents. Space stations like Anchorpoint and Gateway make liberal use of these shuttles to maintain towers and install new modules.

UA NORTHRIDGE UC-3G ORBITAL SHUTTLE

ENCOUNTERED: Salvage teams, spaceport and station maintenance crews

TOP SPEED: Mach 5

LENGTH: 16m

UA NORTHRIDGE CHEYENNE UD-4B DROPSHIP

ENCOUNTERED: Frontier civilian, corporate, CCG and Colonial Marshal teams

TOP SPEED: Mach 8

LENGTH: 24.8m

UA NORTHRIDGE CHEYENNE UD-4B PRODUCTION MODEL DROPSHIP

The Cheyenne UD-4B is the original production model of the infamous Colonial Marines dropship. Discontinued in favor of the UD-4L over a decade ago, they were stripped of all weaponry and sold to the private sector. A common sight on frontier worlds, the dropship has no vehicle garage. The UD-4B can carry eight passengers.

WEYLAND MODEL EVA-7C SERIES RESEARCH RESCUE AND SALVAGE PRESSURE POD

Designed to perform underwater and in deep space, the Extravehicular Activity pressure pod is a two person reinforced bubble with engines, storage pods, an airlock, and massive diggers and manipulator arms attached. The pod's scanners use a form of echolocation to penetrate rock and map out what may be buried in it.

While the pressure pods were designed with research and archaeology in mind, they have since been adapted for use for salvage operations and emergency search and rescue teams, with space for two crew and four passengers. The pod has been rated to navigate both deep under the sea and within the outer layers of a gas giant—and thus can withstand up to the 30,000 psi of pressure.

On a moon or planet, the pressure pod rides on a cushion of air up to 10 meters above the surface (this range can be extended in a low gravity environment). Directional thrust is achieved by reaction control thrusters only, and as such the pod cannot reach significant speeds.

WEYLAND EVA-7C SERIES PRESSURE POD

ENCOUNTERED: Corporate and scientific research, mining, salvage and rescue missions

TOP SPEED: 100 km/h

LENGTH: 8m

Weyland EVA-7C Series Pressure Pod

WEYLAND-YUTANI CLASS E LANDER-TYPE DROP SHUTTLE

Landers are purpose-built orbital to ground colonization personnel and equipment drop shuttles. Designed for the *Affiance* and *Covenant* missions at the turn of the century, they have been in use on colonial expeditions ever since. The Lander's dorsal hull features mooring hard points for connection to its mothership. Two massive rear thrusters and four VTOL engines provide both speed and maneuverability. Landers can land in shallow water as well as on level terrain. ■

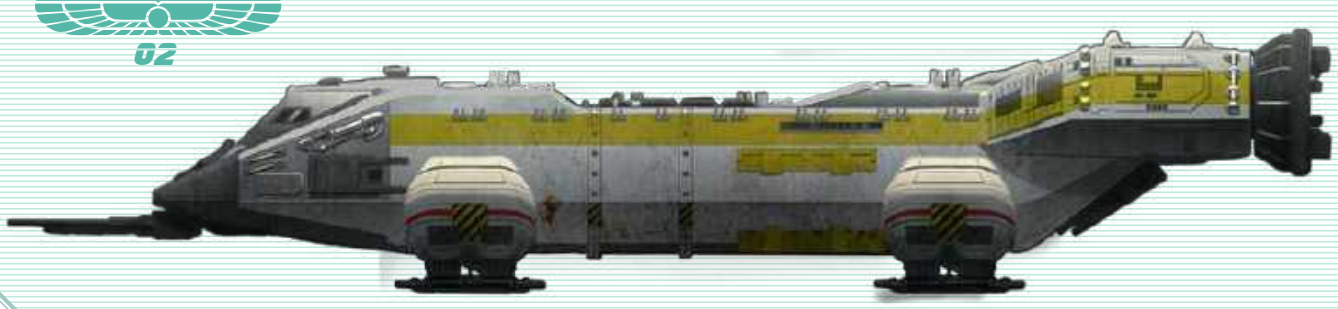
W-Y CLASS E LANDER-TYPE DROP SHUTTLE

ENCOUNTERED: Frontier and Outer Rim colonies

TOP SPEED: Mach 6

LENGTH: 38m

W-Y Class E Lander-Type Drop Shuttle



VEHICLES

VEHICLE	LENGTH	PASSENGERS	MANEUVERABILITY	SPEED	HULL	ARMOR	COST
Alphatech XT-37C 4×4 Off Road Vehicle	4.1m	1–3	+2	4	4	4	$40,000
Weyland Rover RT Series Group Transport	8.8m	1–12	+1	4	8	4	$300,000
Weyland-Yutani 6×6 Terra-Truck	15m	1–6	–1	2	12	6	$400,000
Mikoyan-Liu OX Series HAMPV 6×6 Multi Purpose Vehicle	16.1m	2–26	+0	2	10	8	$600,000
Weyland-Yutani Colonial Construction Vehicle	10m	2	–2	1	8	12	$200,000
COBB-C/D "Grasshopper" Multivector Helijet	6m	2(C), 4(D)	+4	2	4	3	$60,000
UA Northridge Model UC-3G Orbital Maintenance Shuttle	16m	3–4	+2	3	7	3	$1,500,000
UA Northridge Cheyenne UD-4B Production Model	24.8m	8–15	+1	3	9	4	$2,000,000
Weyland EVA-7C Series Research Rescue/Salvage Pressure Pod	8m	2–6	+2	3	6	6	$500,000
Weyland-Yutani Lander-Type Drop Shuttle	38m	2–24	—	3	12	4	$1,500,000

SPACECRAFT

WEYLAND CLASS D TYPE 20 EEV SCIENCE OR LIFEBOAT MODULE

Often used as a temporary planetary outpost, this maneuverable escape craft is an ejectable module built into high-end FTL spacecraft such as SEVs (next page). The module typically has seven rooms that can be configured as an expedition dictates, ranging from a simple crew lifeboat to luxury quarters to an experimental science lab. It can support three active occupants for two years or up to 20 people in cryosleep for 50. The module can make planetfall and be programmed for atmospheric flight.

WEYLAND CLASS D TYPE 20 EEV SCIENCE/LIFEBOAT MODULE

MANUFACTURER: Weyland Corporation, Weyland-Yutani

ENCOUNTERED: Science and exploration expeditions

COST: $4,000,000

CREW: 4

A.I.: None

LENGTH: 60m

FTL: None, sublight only, Mach 2 in atmosphere

SIGNATURE: –2

THRUSTERS: –1

HULL: 2

ARMOR RATING: 2

LOCKMART MODEL 439SL CLASS 7 EXCAVATOR VESSEL

These skycrane skiffs are used by colonies to drill for ore and ferry cargo to and from planetary mining sites. A large cabin section and thruster array mated to a dorsal spine, the Excavator can carry two large cargo containers or two Daihotai Tractors. Excavators have a built in heavy industrial mining drill that can be used for prospecting if the ship's forward cabin is landed directly over a potential site.

Lockmart Model 439SL Class 7 Excavator

LOCKMART MODEL 439SL CLASS 7 EXCAVATOR

MANUFACTURER: Lockmart

ENCOUNTERED: Exploratory and salvage expeditions in high pressure environments

COST: $2,000,000

CREW: 2–24

A.I.: None

LENGTH: 40m

FTL: None, sublight only, Mach 2 in atmosphere

SIGNATURE: +0

THRUSTERS: –2

HULL: 4

ARMOR RATING: 4

SEV CLASS J SCIENTIFIC EXPLORATORY VESSEL

The first manned FTL spacecraft, these heavy exploration and prospecting craft paved the way to the stars in the 21st century. SEVs are equipped with four variable vectoring hybrid VTOL engines that allow for both interstellar and atmospheric flight. All SEVs include multiple lab facilities and advanced medical bays. They carry up to a dozen Class A ejection pods (page 173 of the core rulebook) and a Class D Lifeboat (page 173 of the core rulebook). The SEV's modular compartments and bulkheads allow variants to include both traditional EEVs and mission-specific packages. The Lifeboat can be configured as an FTL science boat and used as a surface station for researchers, allowing the exploration team to cover multiple planets within a system.

SEVs offer a complete garage capable of carrying up to five medium-sized ground vehicles (most often RT Rovers), two heavy mineral extractors, and up to six personal vehicles like ATVs or XT-37Cs.

WEYLAND HELIADES-CLASS

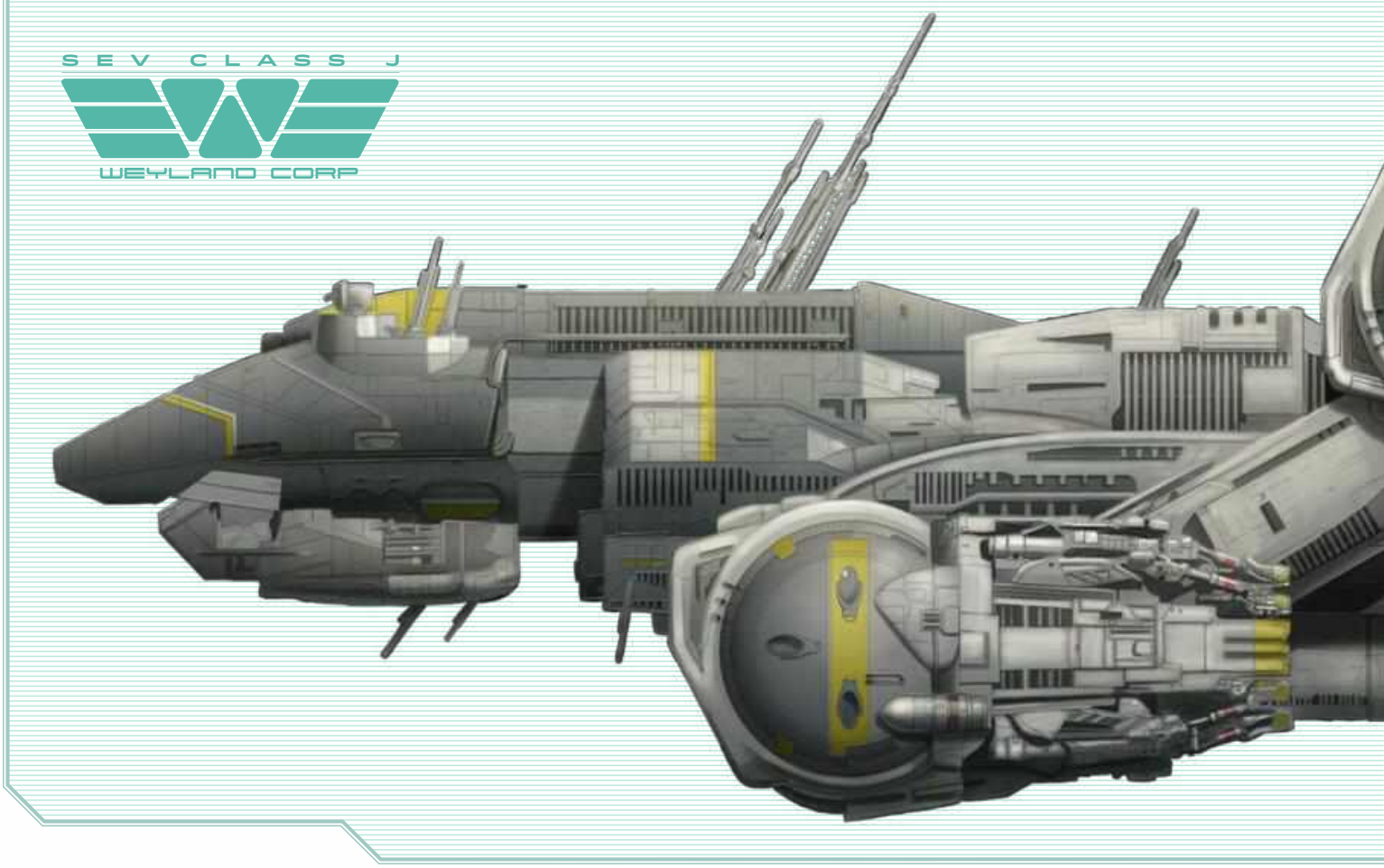
The *Heliades*-class was the first ever FTL capable human space vehicle. State of the art in the 2050s, the *Heliades* runs on advanced technology that is rarely seen outside the inner core systems. When Yutani merged with Weyland Corp, they were stunned to find the company was so far in the red due to the extraordinary costs of the *Heliades* program. The base cost of a J class vessel is $20 million, but a *Heliades* costs nearly a billion dollars.

For decades after their merger, Weyland-Yutani continued to use the overproduced and expensive SEVs without upgrading them, essentially running them into the ground. Finally deciding the SEVs had paid for themselves, they sold the surviving fleet to other corporations. Famous craft include the original *Heliades*-class prototype for the class as well as the ill-fated *Prometheus* and *Cronus*.

WEYLAND-YUTANI MAGELLAN-CLASS

After making the decision to sell off their *Heliades* fleet in the 2070s, Weyland-Yutani discovered an abandoned Weyland shipyard orbiting Transept in the Borderline Region. There were some three hundred *Heliades* frames there, all in various states of completion. Never one to waste resources, CEO Michael Bishop called upon the Geholgod Institute to design a replacement SEV using the same general frame as the defunct *Heliades*. While the project was assigned a much more modest budget than the *Heliades*, it soon ballooned out of control—the result of a purely scientific design team without proper corporate oversight. Each *Magellan* costs nearly two billion dollars. Conceived by the brightest minds in the Inner Core Systems, the *Magellan*-class features advanced FTL gravity drives, pivoting thruster arms for greater maneuverability, an improved sensor suite, and two piggybacked Class D science/lifeboats that SEV teams call "the humps." Four *Magellans* are assigned to the Great Mother mission to the lost colonies.

SEV Class J Scientific Exploratory Vessel

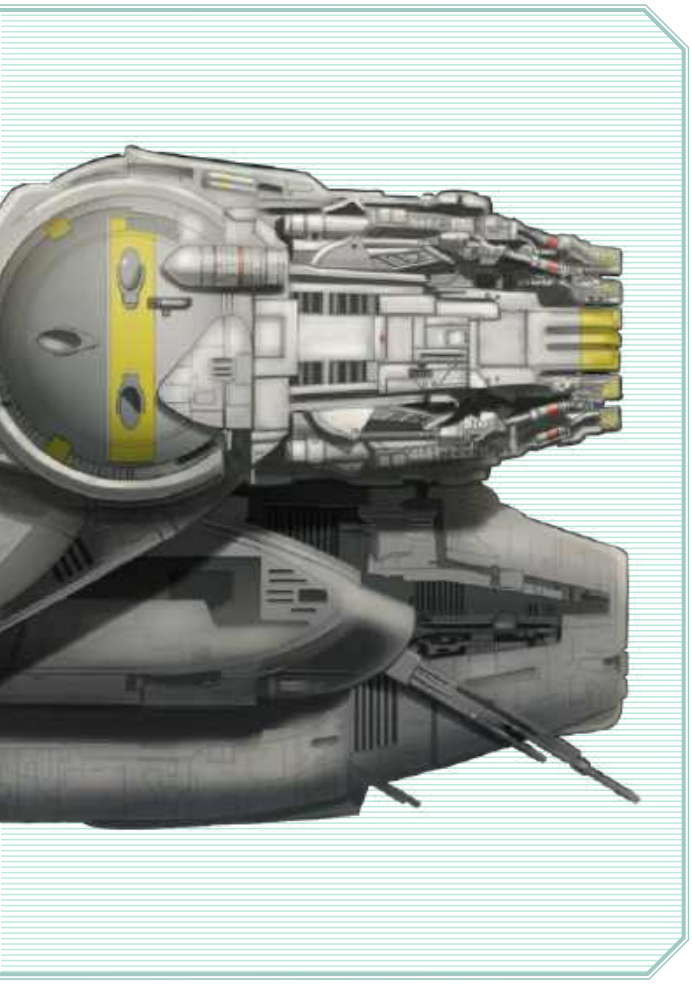


WEYLAND HELIADES-CLASS J SEV

MANUFACTURER: Weyland Corporation
ENCOUNTERED: Science and exploration expeditions
COST: $20,000,000
CREW: 12–18
A.I.: MU/TH/UR 6000
LENGTH: 130m
FTL: 16
SIGNATURE: +0
THRUSTERS: +1
HULL: 6
ARMOR RATING: 5
NOTES: The pre-2150 *Heliades* models have FTL of 52, post-2150 and ship refits the FTL was upgraded to 16

WEYLAND-YUTANI MAGELLAN-CLASS J SEV

MANUFACTURER: Weyland-Yutani
ENCOUNTERED: Science and exploration expeditions
COST: $40,000,000
CREW: 6–18
A.I.: DA/UT/UR 2200
LENGTH: 150m
FTL: 10
SIGNATURE: +0
THRUSTERS: +1
HULL: 6
ARMOR RATING: 6



LOCKMART MODEL TB22C BORROWDALE-CLASS R MODULAR COLONIAL TRANSFER VEHICLE

The train-like *Borrowdale*-class colonial transport is a series of coupled modular cargo and personal containers positioned in tandem port and starboard of a structural spine set between an engine assembly and control capsule. Once connected, the entire structure is strengthened by an electromagnetic field. This increases the bonds between containers to prevent premature uncoupling. Each self-contained compartment has its own life support and can act as a lifeboat should the vessel sustain catastrophic damage.

Once on the surface of a planetoid, the *Borrowdale* is useful as a prefab colony—the containers can be disconnected and used as individual buildings and living quarters. Colonies in this stage of development are called "Borrowdale-towns." Colonists occupy these containers until the environment of a hostile world can be tamed. The engine assembly is repurposed as a base reactor for an atmospheric processor and the control capsule becomes an operations center.

Long-term colonists often build interconnecting passageways and modify the containers beyond the capacity to reassume interplanetary flight. This is against company policy, but such violations are rarely enforced by Colonial Administration—corporations often pay off these inspectors as the alterations ensure the company is no longer liable to pay insurance should disaster strike the colony.

LOCKMART MODEL TB22C BORROWDALE-CLASS TRANSFER VEHICLE

MANUFACTURER: Lockmart
ENCOUNTERED: Frontier and Outer Veil Colonial transfer routes
COST: $300,000,000
CREW: 6–800
A.I.: MU/TH/UR 6000
LENGTH: 900m
FTL: 10
SIGNATURE: +2
THRUSTERS: –1
HULL: 9
ARMOR RATING: 6
NOTES: Each module is 20m long

WEYLAND-YUTANI MODEL CY78.3 AFFIANCE-CLASS U EXTENDED RANGE COLONY SHIP

One of the most publicized colony ship designs, the 1.2 kilometer-long *Affiance*-class can support over 2,000 colonists in suspended cryosleep racks plus an additional 1,200 second-generation embryos. It carries two Lander-type drop shuttles, a suborbital cargo lifter sled, plus a complement of Terra-trucks and colonial construction vehicles. Various bays include a botanical garden and storage for vehicles and building supplies.

Designed at the turn of the century, the *Affiance* has undergone several engine upgrades throughout the years. Its propulsion system requires multiple recharge cycles on extended expeditions past the Outer Rim. This is achieved through Weyland-Yutani's patented energy absorption sails. Retracted during FTL and orbital flight, these massive solar collectors unfurl quickly to begin recharging within minutes of deployment. The *Affiance*-class takes on solar radiation to charge the FTL plasma drives while flying at subluminal speeds. While cumbersome, this process allows the ship to take on fewer fuel stores, allowing for more supply space.

Famous ships from this class include the successful *Concordat* and *Arceon* missions along with the damned *Covenant*, *Affiance*, and *Allegiance* expeditions. Both the *Concordat* and *Arceon* were dismantled at their final destinations and used as colony-building materials.

W-Y MODEL CY78.3 AFFIANCE-CLASS U COLONY SHIP

MANUFACTURER: Weyland-Yutani
ENCOUNTERED: Frontier colonies
COST: $1,000,000,000
CREW: 16
A.I.: MU/TH/UR 6000
LENGTH: 1,200m
FTL: 12
SIGNATURE: +3
THRUSTERS: –2
HULL: 15
ARMOR RATING: 8
NOTES: The *Affiance*-class must drop to sublight speeds and deploy solar sails to recharge every 11 months. Recharge takes between 30–90 days

LOCKMART AND WELSUN TYPE 3300B DEUCALION-CLASS X EXPEDITION COLONY CARRIER

A collaboration between industrial and military contractors, this massive UNISC-sponsored ringed-colony ship is designed to transport over 10,000 colonists and explorers up to 50 parsecs from earth to set up entire sectors. It carries four reentry-shielded atmospheric processors that can be deployed to a planetoid's surface, set up, and made functioning within a week.

Like the tried and true *Affiance*-class, the *Deucalion* uses solar sails and recharge cycles to maintain itself during long-distance expeditions. The ship's transit module has six docking arms for *Magellan*-class SEVs. Finally, the ship carries a manufacturing module that can be used to construct any planetary vehicles and equipment as long as the raw materials are collected and plans are on file.

Commissioned in 2181, only two of these vessels currently exist—the *Deucalion* and the *Ìyánlá*, but three more are under construction at the UA Skyfire Down naval shipyards orbiting LV-2412. They are expected to launch before the end of the decade. ■

LOCKMART AND WELSUN TYPE 3300B DEUCALION-CLASS X COLONY CARRIER

MANUFACTURER: Lockmart and Welsun

ENCOUNTERED: Far frontier colonies

COST: $4,000,000,000

CREW: 36–10,000

A.I.: MU/TH/UR 9000

LENGTH: 2,550m

FTL: 24

SIGNATURE: +5

THRUSTERS: –3

HULL: 20

ARMOR RATING: 10

NOTES: The *Deucalion*-class must drop to sublight speeds and deploy solar sails to recharge every 11 months. Recharge takes between 30 and 90 days.

NEW SHIP CLASS CHART

CLASS	LENGTH	CREW	FTL	SIGNATURE	THRUSTERS	HULL	ARMOR	ARMAMENTS	MODULES	COST
J	150m	3–18	16	+0	+1	6	5	2 × size II 3 × size I	4 × size III 6 × size II 8 × size I	$20,000,000
U	1,200m	15–20/ 2,000	20	+3	–2	15	8	3 × size III 6 × size II	6 × size V 9 × size IV 12 × size III	$1,000,000,000
X	2,500m	36–72/ 10,000	24	+5	–3	20	10	5 × size III 10 × size I	8 × size V 12 × size IV 16 × size III	$4,000,000,000

CAMPAIGNS ON THE FRONTIER

"The sooner we patch this up and get out of here the sooner we can go home. This place gives me the creeps."
"Right."

—DENNIS PARKER AND SAMUEL BRETT, USCSS NOSTROMO

Frontier colonists are intrepid, courageous, hard-working, and ready to face the unknown in the name of progress, or for a new life, or just for the money. Some are working stiffs, running expeditions at the behest of their corporate masters, while others are out-and-out explorers, charting the depths of space. For these PCs their life is on the move, and their ship will be their foundation—it's where they live, it keeps them safe, it enables their passion to sail forbidden seas, for only those who risk going too far can possibly know how far they can go.

Other frontier colonists are just that, colonists—the men and women who by sheer graft make a planet a home. For them, their colony and home planet will be their foundation—it's where they live, it keeps them safe, it enables their passion to build a place to call home, for the greatest oak was once just an acorn that held its ground. This chapter gives you guidance for your frontier colonist campaign, whether it be focused on exploration, colonization, or both at the same time.

THE CAMPAIGN SETTING

By definition, a frontier colonist campaign takes place on, or beyond, the frontier. But while the space you are breaking is pristine and untouched by human hands, you will never entirely escape the long arm of Weyland-Yutani's, or the Extrasolar Colonial Administration's, bureaucracy.

SETTLEMENT CLASSIFICATIONS

There are three classifications routinely used to define the types of settlement found across human space. So-called "nucleated" colonies are found close to well-established trade routes like the Delos-Earth run, Thesus-Earth run, and the Gauntlet—a route established between Anchorpoint Station and Sutter's World. These settlements tend to be busy and well-connected trading hubs and interstellar crossroads for explorers, colonists, and space truckers. Along political and interstellar boundaries you find the "linear" colonies. They often serve as military or intelligence outposts, political and diplomatic facilities, or forward staging posts, like Rim colony, that stand on the precipice of the unknown. Finally, there are the "scattered" colonies. Usually found in newly discovered regions of space before trade routes are formally established, these young colonies are few and far between across a particular sector. The Weyland Isles and the long abandoned Far Spinward Colonies are examples of this kind of settlement.

SHAKE AND BAKE

A terraforming colony where planetary engineers set up atmospheric processing plants and keep them running while they make the air breathable, a process that takes decades. Once the atmosphere is right, the Company can make what they will of the place. Hadley's Hope on LV-426 in the Zeta II Reticuli system was a "shake and bake" colony.

SETTLEMENT TYPES & COLONY MISSIONS

Peter Weyland declared over one hundred and fifty years ago that humankind would hold dominion over the stars. He pledged to create air where there was none and shelter humanity from the rigors of space. Nine decades after his passing, Weyland-Yutani continues to uphold those ideals, employing unorthodox methods to create new human settlements and colonies on inhospitable worlds. These colonies are all established to serve one or more Missions.

TERRAFORMING: The planet needs fixing to make it suitable for long-term human habitation. "Shake and bake" colonies can be hard to work in, but not as tough as working in an "extra crispy" colony (see the sidebars below). But the satisfaction of building a new world from something hostile is a great reward.

RESEARCH: The planet has an abundance of scientific opportunities, from rare geology and exotic compounds to the intricacies of its primitive life. It may be that the local solar neighborhood is full of opportunity too, from a unique sun to nearby planets and stars that are just begging to be studied— and turned into dollars for the Company.

PROSPECTING: The planet scored high on the orbital prospecting surveys and dip-sampling of the surface, and someone is sure there's a treasure trove of marketable goodies just waiting to be mined, drilled, fracked, scraped, harvested or just collected.

PRISON: You have to put those career criminals, those dangers to society, somewhere—preferably where no one will ever find them.

MINING & REFINING: Ideal for industrial exploitation and production, there may be raw materials just waiting to be gathered, or unlimited sources of renewable energy—an ideal position to harvest solar power, or endless geothermal activity under the colonists' very feet. This type of mission includes the so-called "giffy popped" colonies (see the sidebar on page 82).

NEW FRONTIER: This planet is ideal for human life, and it would be a crime not to settle upon it. Its beauty needs to be explored—there may be little prospecting potential, but there are riches of the heart and soul, as well as of the corporate bank balance.

COMMS RELAY: A government or corporate facility set up as part of the deep space network, or perhaps a covert comms outpost supporting the military. Either way, it's a valued colony that needs to run like clockwork.

MILITARY: A military base, staging facility, or forward mounting post. It could be enormous, with frequent comings and goings of ships and troops, or it could be a small, covert facility to support special forces. Whatever it may be, these "armed and hammered" colonies (see the sidebar on page 82) will have government and corporate backing all the way.

FARMING: A planet may be a warm and benign place, but it doesn't have to be. Adding in a plethora of wheat fields and rows of corn, or possibly fishing stocks or insect harvests, could make this place an interstellar breadbasket.

CORPORATE OR GOVERNMENT HQ: The powers that be can't keep a close tab on everything from offices in the Sol System, no matter how palatial they may be. From huge regional bases to tiny off-the-grid research facilities and covert headquarters, the corporations and governments are out to make sure their influence is potent.

EXTRA CRISPY

These colonies are necessary when a planet's toxic atmosphere must be burned away before an atmosphere processor can be introduced. While those living on "extra crispy" colonies grow immune to the nasty odor, visitors often remark that everything smells like burnt cat hair.

GIFFY POPPED

Pioneered by scientist Edmund C. Giff, these settlements are the opposite of "shake and bake" colonies, where a high resource planet is made less hospitable to gain fast access to its mineral assets. "Giffy popped" settlements are often controlled from orbital platforms that oversee a newly devastated world. While unsubstantiated, rumors persist that ICSC's colony Volcus in the Heske 337 system is this type of colony (page 250 of the core rulebook), after a rogue moon was crashed into the world to unlock its potential.

ATMOSPHERE PROCESSING

Terraforming techniques may have started with big machines pumping out friendly gasses, but there are other ways to make your new home more hospitable. The earliest model, the Weyland Atmosphere Processing Plant, was the gold-standard of the day. Built with no expense spared, these monster machines cleaned up Earth's soupy smog before being used off-world for the earliest colonies. The later Weyland-Yutani Atmospheric Processors did the same thing but with a lower dollar price tag. Who knew cutting corners and skimping on safety features would be a bad idea for a beast with a giant fusion reactor at its heart? But, despite the concerns, these processors worked, and were ubiquitous during the colonization wave of the 2150s. An even cheaper option is the Atmosphere Pressurizer, used to boost the atmosphere rather than clean it for humans to breathe, often enough for mining or industrial colonies. The current pinnacle of Weyland-Yutani's atmo processing technology is the Weyland-Yutani / Seegson Prefab Automated Atmospheric Processor Module. Fully automated, from planetfall to set-up and operation, these self-contained behemoths are the epitome of fire-and-forget, with Working Joes doing all the heavy lifting under the supervision of a computer mainframe.

Other techniques are available, the primary competitor being the Omni-Tech Atmospheric Bloom Deployment Probe. A network of probes dumps artificially augmented xeno-cyanobacteria into the upper atmosphere, where they consume carbon dioxide and other unhelpful gasses, converting them into good gasses, most commonly oxygen. It takes decades, but then so do Weyland-Yutani's metal monsters. ■

ARMED AND HAMMERED

Placed for strategic or political purposes, "armed and hammered" colonies go where they are needed, not where it makes sense to settle, and are often on inhospitable rocks incapable of supporting an atmosphere. These settlements are frequently built below ground, using geothermal spikes called Deep Nails to tap the core to power the colony. Settlers who live on these moons claim there's nothing a little elbow grease and a box of Deep Nails won't fix.

CAMPAIGN STYLES

Out on the frontier there are two main campaign styles—explorer campaigns, stories that see your PCs break the uncharted depths of space, and colonist campaigns, stories that see your PCs break the ground of a strange new world. Of course, there's nothing to say your campaign can't involve both.

EXPLORER CAMPAIGNS

"Come join the great United American adventure! Three meals a day, a ship to call home, fair wages for all. Make your fortune and see the open skies of the cosmos. Opportunity awaits you sir—opportunity awaits!"

—UA RECRUIT MASTER,
PLAZA DE LA CONSTITUCIÓN, MEXICO CITY

Explorer campaigns are mobile stories that allow the PCs to roam where they will in search of new places, new discoveries, and new experiences. As such their ship will be a key focus for them. Use the rules in the core rulebook to design the PCs' ship (page 166) or choose from the existing designs (page 180 in the core rulebook), remembering that even if they don't own this vessel outright (or at all) this bucket of nuts and bolts is still their home.

There are many reasons why a group of PCs would call themselves explorers but what you're looking for may well depend on your paymasters. Ships are expensive so there's a good chance you'll have a wealthy government, corporation or, if you're really unlucky, an obsessed individual sponsoring you. You could be searching the heavens for potential colony sites, surveying planet after planet in the quest for an Earth 2.0 or seeking the clues to exotic lifeforms and those civilizations that may have come before. You might be on the hunt for salvage, for there's plenty of it out there, and not quibble too much over how legal that salvage might be—after all, one carved-up hold of metal looks much like another. You could be on a personal mission of discovery, grasping for the meaning of life, or just the next big find that will satisfy the grasping company executives back home (and maybe make you rich into the bargain). Perhaps it's just the unknown that draws you, like a moth to a flame, to dive into the vast darkness of space and see what's there.

But whatever you're searching for, an explorer's life will tell stories of revelation, for everywhere you go you will be breaking new ground. Along with that come stories of hardship and survival in the cold of space, of the tensions and rivalries in your crew and of both the wonders and horrors of discovery. Exploration is about being the first—the first to unearth that treasure or lay that claim, to uncover the secrets of the cosmos and clues of the past. It's about beating your rivals and having them know it was you who beat them, making scientific discoveries or simply being the first to gaze on that pristine vista in its purest beauty. It's about facing the dangers of the cosmos and coming out on top—but never forget that the cosmos doesn't owe you a damn thing.

COLONY CAMPAIGNS

"The journey of a thousand light years begins with the first step. Take that step with us, to a new world, a new home, a new adventure! Dare to live the life you've always wanted!"

—WEYLAND CORPORATION
ADVERTISING CAMPAIGN

A frontier colony campaign revolves around the colony and the planet where the PCs are putting down roots. You can find rules in the Appendix: Building Your Own Better World (page 275) to randomly create star systems and planets for your PCs to colonize, as well as rules for building your colony and tracking its growth and progress throughout your campaign.

As colony campaigns are focused on one central location, that location has to be intriguing, full of challenge and mystery, full of potential and prospects, full of danger. The planet itself is a character in this story—its sights and sounds, its smells, its personality, and its moods. The environment should be an unpredictable thing of beauty, or wonder, or threat—or all three. It should challenge the PCs and the colony in some way and be an ever-present influence in the campaign.

Colonies are expensive endeavors, and someone will want something for that investment. The primary purpose, or mission, of the colony will drive the life of the colony, if not always the story that your PCs will be playing through. But a campaign set at a colony on a virgin planet can tell stories of hardship and survival, planetary exploration, prospecting, and scientific breakthrough (sometimes beneficial, sometimes neutral, occasionally hostile).

It might also bring the chance to hit the bigtime and make the killer discovery that not only has the PCs looking at a future of wealth and luxury but has their rivals casting an envious—and devious—eye in their direction. Closer to home, a colony will harbor tales of your family's dreams and the strife that comes with them, of the rivalries and competition for promotion and claims not honored, industrial exploitation, of the Company keeping the workers down and production up, of political infighting, intrigue and sabotage. ■

COLONY CAMPAIGNS "WEST MARCHES" STYLE

A colony campaign will have a cast of at least several dozen characters who call this place home, possibly many more. As such a colony campaign is an ideal opportunity for a GM to run a "West Marches" style game. This style of roleplaying allows for a cast of player characters beyond the usual four or five, up to ten or even more. Each scenario or session only involves a handful of those PCs, and the cast "on screen" will change from story to story. This way a GM with many players can involve everyone in the game.

EXPEDITIONS

There's no end of expeditions to be played out in a frontier colonist campaign—even before your PCs come across a Xenomorph, Abomination or Engineer relic. Here are notes on just a few.

SUPPLY AND CARGO RUNS

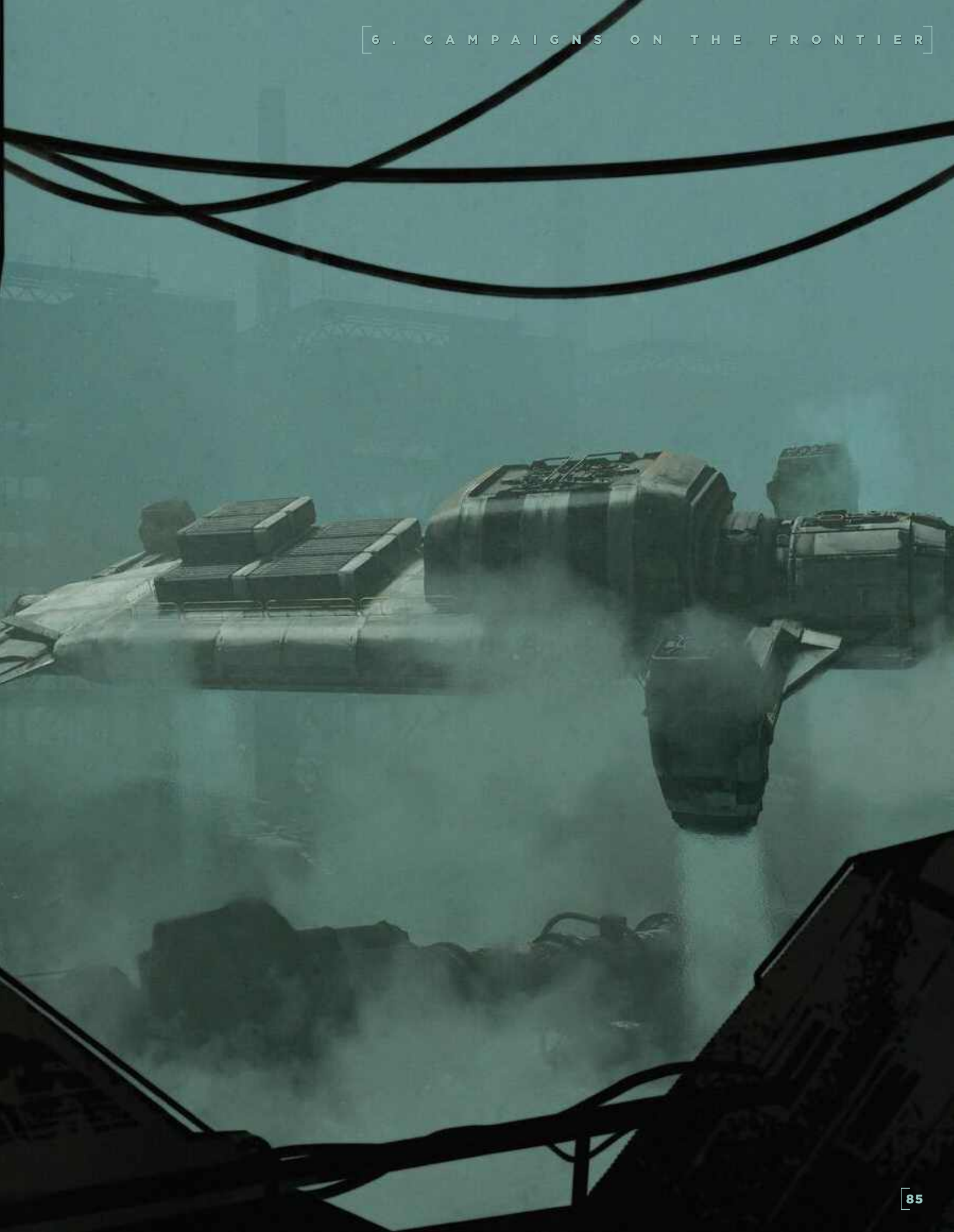
That cargo doesn't move itself, and a jobbing crew of would-be explorers needs to make ends meet somehow. Those fringe outposts always need more of just about everything to get by. But what is that cargo? Maybe something illegal has been stashed within those crates of tools and spare parts. The PCs might be aware of it. Or not. It could be dangerous. It could be deadly. Who stashed it there and why? And what about their destination? Bad things happen to good colonies all the time, and perhaps the PCs arrive to find that things are not how they expected them to be. The place could be inundated by terrible weather - dust, water, or something even worse flooding the place. There may have been political upheaval and their great rivals and enemies are now in charge. Or maybe the place is deserted, an interstellar Marie Celeste.

SALVAGE OPS

The PCs might be paid-up salvagers working for a corporation or government, cleaning up space debris and recycling it into W-Y dollars. They could be independent salvagers-for-hire, freelancers doing others' dirty work. Or our crew of explorers might just happen across a dead hulk, slowly spinning in the depths of space, and choose to take the chance for a quick profit—more scavengers than salvagers. There are many secrets out there in the vastness of space. Why are they being directed to salvage that ship in that bit of space? How come that ship became little more than scrap in the first place? Salvage operations might seem an easy way to make a quick buck, but the old saying "where there's muck there's brass" works in reverse too—"where there's brass there's muck." Who knows what discoveries lurk in the dark corners of cold and dead ships, and what secrets they keep?

SLOPPY JOES

A "sloppy joe" colony is a Seegson sponsored settlement that could be supporting any colony mission. An APOLLO mainframe and a legion of Working Joe androids are sent in first, to set up the initial settlement while the colonists are still en route. Unfortunately, unsupervised Joe work is often shabby and lacking in human ingenuity, frequently creating additional headaches for the soon to arrive colonists.



EXPLORATION

The bread and butter of an exploration ship, the possibilities are endless. The PCs may be exploring systems looking for something specific—a certain kind of rare mineral or ore, extrasolar life forms, or a perfect location for their rich sponsor to set up a religious retreat far from the reach of the unforgiving orthodoxy back on Earth. But exploration is also the bread and butter for settlers on a new colony—there's a whole new planet to explore, with high mountain ranges, cave systems, plains and jungles of indigenous flora and fauna. To keep the colony alive, they may need to find new water sources, or ways to generate energy, or native sources of food. Identifying the variety of complex life is important too, especially if that life thinks their children would make a tasty snack. But exploration of even a dead world is full of opportunity—has anyone been here before, and if so, why? What did they leave behind? What if those remains aren't human?

SEARCH & RESCUE

Those damn colonists and space truckers always need saving from something, usually themselves. And it's not always right to send the Colonial Marines to every colony that loses contact with the Network. There aren't that many Marines to go around these days, what with the Frontier War and all. So commercial Search & Rescue outfits make a living doing the work that the USCMC can't, or can't be bothered to, do.

The PCs may be one such outfit, receiving commissions to rush to the rescue. Colonies lose contact, or have a disaster, accident or disease outbreak that requires professional help. Ships go missing on the frontier, and wealthy parents will pay to get their spoiled, wayward kid back home. And the war, of course, leaves many adrift and crying out for help. The PCs' colony, or a ship of explorers, might just be closest when they hear the desperate distress calls of those who have run into trouble.

PROSPECTING

There's money to be made in the dirt and the PCs are paid to find it. Prospecting expeditions might be speculative—survey a star system or planet and see what you can find that'll make you money, (and maybe you'll find more than you bargained for). Others will be targeted—the PCs are paid to look into reports of concentrated ore/minerals/natural gasses/exotic compounds at a certain place and paid to be the first to find it. Other prospecting teams might be racing them, and who knows what lengths they (or the PCs) might go to, to ensure the find is theirs and theirs alone. But all may not be as it seems. The information leading them to the assets might be wrong, either by honest error or deliberate misinformation. Why might that be? What trap are the PCs walking into? Their paymasters could know there's something else there, a facility or outpost, and want a band of innocent 'prospectors' to stumble across it, to stir up that wasps' nest and watch the fallout.

SCIENTIFIC FIELD-TRIPS

Any colony worth its salt will examine, identify, and exploit the scientific opportunities their planet offers. Scientific field trips should be a common occurrence on any new world, trekking across the terrain to find underwater caves filled with exotic gasses and a bio-diverse world beyond any xeno-biologist's wildest dreams, or an archipelago of tiny islands with a complex web of insect, plant and animal life, one part of which is intensely valuable to the scientists, but all of which will defend that species. The variety and complexity of the life and geology of the planet will be breath-taking, and perhaps hostile—sometimes openly with snarling teeth and fangs, other times more subtle and in the shadows. Surely there's a use for some of this back in the Company weapons labs? The real crunch comes when the Company pen-pushers want to tear up the life to get to the rich ore beneath it, and the scientists stand in the way.

BREAKDOWN OR SABOTAGE

Mechanical systems break down, that's what they do and why Murphy's Law exists. Some of these will be mission critical and need fixing fast. The PCs might find that a cascade of failures hits their ship or colony, at the worst possible moment. If they can't fix it themselves, they will be forced to call "Mayday! Mayday!" to save their lives, despite the exotic, dangerous, stolen or otherwise highly illegal cargo they may be carrying. While every mechanic knows things break down, they don't always break down that badly, and with such a coincidence of failures—could it be sabotage? Who would want to sabotage the PCs, and why? What have they done to attract this hostility and what do they need to do to resolve it?

CIVIL UNREST

At the sharp end of political infighting there's civil unrest: the workers have finally had enough of the Company working them like dogs for a pitiful share of the profits; the Company has finally had enough of recalcitrant plebs making their life difficult, slowing down production and—worst crime of all—bringing a red figure to the bottom line. Where the PCs stand in this confrontation is down to them. The Company will want the agitators rounded-up and put out of the way. The Union leaders will be calling for help from afar, or for someone to get the Company leadership in a room where they can have a frank conversation, perhaps with a bright light and a little 'physical persuasion' thrown in for good measure. A contingent of UPP workers, claiming discrimination and harsh treatment, might call for help from the Motherland, and SOF troops are on their way to set things straight.

POLITICAL INFIGHTING

Life in the colonies is nothing if not political. The PCs may think they have left the supernational and corporate rivalries light years behind, but they'd be dead wrong. Even in colonies with only one sponsor, the internal politicking between rivals is intense. Some people will always play that game, to climb the greasy ladder of promotion and success at the expense of anyone and everyone. Some go as far as to kill to get ahead—perhaps not getting their own hands bloody or squeezing a trigger themselves, but by subtle manipulation and intrigue. The PCs may find themselves entangled in a political struggle for control of the colony, or in the middle of a class war—the corporations squashing the workers under their bootheel, only for the workers to fight back through strike actions, go-slow campaigns, civil disobedience and sabotage ("sorry boss, it just don't work no more and the spares are ten parsecs away at Anchorpoint—pity...").

FAMILY SQUABBLES

Families—can't live with 'em, can't shoot 'em. The PCs' families, living alongside them at their new colony, can cause all measure of bother. They may get into trouble at home. Perhaps they don't work hard enough and they're below quota, or they've been in a fight with a notorious bully-boy steward or local criminal. They may get into trouble out and about. One may be on a fieldtrip or survey mission and they lose contact, or their kid might have run away after being told they can't go out with their mates, and now they are nowhere to be found. Or they may be the cause of trouble, disapproving of the PC's stand in a workers' dispute, or distrusting their new friend, that guy from the Company with super-white teeth and the smile that's just too friendly. Whatever it may be, the PCs' families can be an important factor in their life at the colony.

RAIDERS

There are always raiders. This might take the form of an actual physical raid, pirates landing near the colony, beating away any who try to interfere and stealing priceless ores, swiping livestock, or driving the colony's Daihotai tractors away. The colony can track them and knows where they have holed-up to revel in their ill-gotten gains. What to do about them? Expecting them to return, do the PCs look to mount a preemptive strike and show those bastards this colony is not for messing with? Do they ready whatever defenses they can muster to give them a bloody nose when they raid again? Or does the colony shrink in upon itself in fear, and hope these barbarians go away? Some raiders might take a more subtle approach, making a 'deal' with the leadership that's little more than theft, a protection racket. How will the PCs deal with this kind of strong-arm intimidation that comes with an outstretched hand of friendship and a smile?

GO HUNTING

The colony's home planet may have indigenous life that is big, fast, and perhaps dangerous. It may be a pestilential species that needs to be culled to protect the colony's farms and people. It may be docile but wary, and a great source of food to add spice to the drab protein cubes most colonists survive on. It may be a predator, stalking the plains, jungles, and mountain ranges. Whatever it is, the PCs are sent, or choose, to hunt it, for food, for safety, or for fun (despite the scowls of those back at the colony and their growls of disapproval). They need to stalk and track their prey, but it proves more cunning than they realize. Soon the hunters become the hunted. Alternatively, the PCs may decide to confront those who wish to hunt these wondrous creatures for what they call "sport," to track them down, disrupt the hunt and protect the animals, while they lobby back at home to make it illegal to hunt and kill just for fun.

CRIMINAL INVESTIGATIONS

Every colony has its police force—the Colonial Marshals in UA and Weyland-Yutani space, the Commissars for the UPP, corporate security elsewhere—and every colony has its share of crime. The PCs could be a group of Marshals or Commissars, whose job is to investigate crimes and keep the peace. A simple crime may be just that—an act of passion or anger between a few people with no wider ramifications—or it may be something deeper. A murder might look like a simple mugging gone wrong, but the victim has secret links with a conspiracy that involves senior figures in the colony, or a corporation or rival supernation. Or perhaps a series of grisly murders are attributed to the local wildlife, but the PCs suspect a beastly colonist is on the loose.

THE ENVIRONMENT

The planet is a key character in a frontier campaign, and its environment is an ever-present source of challenge for the PCs and the colony—the settlement is only ever one bad storm away from disaster. Hurricanes, wildfires, tornadoes, and waterspouts may batter the colony. The atmosphere, toxic and corrosive, might get into everything, causing leaks and breakdowns—perhaps the PCs have to convince the corporate leadership to get an Atmosphere Processor here, but what might they want in return? The earth itself might cause a problem, with volcanic shocks and quakes rattling the colony and sinkholes that swallow everything but reveal something hidden beneath the surface—an archaeological treasure, a nest of nasty creatures, a seam of gleaming gems, or an old human settlement that should never have been there in the first place. The wider solar environment might be fraught with danger too, with radiation storms, meteor showers or sunspots bringing terror from above. And then there is the life of the planet, that may pose a threat, a scientific opportunity, or the chance for some recreational hunting.

LIFE IN THE COLONY

Running a Colonist campaign using the rules in the Appendix: Building Your Own Better World brings two elements to the forefront—the choices made by the PCs and incidents that will affect the future of the colony.

During the colony's End of Cycle (page 286) the players will choose policies, installations, and projects to help develop the colony. These initiatives are excellent story hooks. For example: if the PCs choose the Free Enterprise policy but one of the sponsors is the UPP, this may be unpopular and cause tension. If they choose the Cartels project, they are perhaps allowing organized crime disguised as business a foothold in the colony. If they choose Lab-Grown Rations, this will displease the people, who have to eat that crappy mush instead of proper food, and lead to angry protests about how the colony is being run. These are just some ideas from the Economy attribute alone.

Colony incidents, also identified during the End of Cycle, bring excellent story hooks for future scenarios. The small earthquake that uncovers a seam of resources might also reveal something else, and more dangerous, at the same time. The unexpected supply run, welcome surprise that it is, might not be an accounting error—perhaps something has been brought to the colony in secret. Or a member of the command team falls ill and dies—is this just terrible luck, or is this the first move in a plan that threatens the colony? Make the most of these incidents and roll them into your campaign to add to the fun.

COLONY MISSIONS

The colony's primary mission may not be at the forefront of the PCs' thinking as they play through scenarios on their new world. But these missions provide the backdrop for the entire Colonist campaign and should feature from time to time. Perhaps there are suspicions that the atmosphere processor is being sabotaged, or the farming outfits are missing the Company-imposed quotas and new sources of food must be discovered, and fast. Whatever it may be, keep the colony's primary mission as an overarching theme of the campaign. ■

MANAGING NPCS IN A COLONIST CAMPAIGN

A campaign set in a colony will come with a lot of NPCs. Most of them will always be in the background, adding to the context and color of the game without needing a name or any stats. There will be some, like the colony command team and notable members of the settlement, that will play a regular part in the campaign. Some will be direct rivals to the PCs, especially if a player chooses to play a member of the command team or their PC is working to replace the NPC that is already in that job. You should create these NPCs with personal objectives and motivations and play them according to those values. Naturally these NPCs will only come "on screen" when they play a part in the story you're telling, but as key members of the colony they will be prominent in colony life, and it should feel like it in play.

CHALLENGES OF FRONTIER LIFE

There are many challenges that intrepid explorers and colonists will be forced to face, not least new conditions they may not have experienced before.

MINING OPERATIONS USING A "TAMED" HARVESTER

A Harvester is a terrible beast, a cross between a giant tardigrade and a huge worm that burrows through rock as easily as we move through air (see page 318 of the core rulebook). Uncontrolled, a Harvester is a mighty menace, but so-called "tamed" Harvesters have been used for years as "organic" aids to mining operations, using their great churning maws to grind up rock and sniff-out valuable minerals. They are usually handled by two or more wranglers wielding giant electro-prods, nick-named "zappers." These 5-meter-long devices apply electric shocks to a harness worn by the beast that amplifies the surge and makes the creature move in a desired direction (towards a rock face, say, where you want it to get grinding!). As an extra safety measure the harness is fitted with an electrical charge and a remote detonation device—when detonated it will temporarily subdue the Harvester (for 2D6 Rounds), but you need to get within **MEDIUM** range to use it.

Zappers are heavy and unwieldy bits of kit, requiring a **STAMINA** roll to use. They are so tough to manage that you suffer a –3 modification unless you have the Husbandry talent (page 49). However, you gain +1 bonus die if the Harvester is wearing a harness. The zapper has Power Supply 6 and requires a fast action (and a Power Supply roll) to prepare by building the electric charge, and a slow action (and another Power Supply roll) to attack.

If the attack is successful, the wielder can make the Harvester stay still or move one zone of their choice. If that direction is a solid object, the Harvester will use its grinding maw to chew it up. If that direction runs the Harvester into a person that person suffers an immediate signature attack from the beast. A failed attack with a zapper means the Harvester is free to act on its initiative.

THAT'S NOT IN THE MANUAL!

If anyone should be so foolish as to turn a zapper on a human target, they suffer the usual –3 modification for using it, unless they have the Husbandry talent. The target also gains a +1 modification to their **MOBILITY** roll if they try to dodge the attack. A successful zapper attack against a human delivers a signature effect—roll below.

ZAPPER EFFECTS

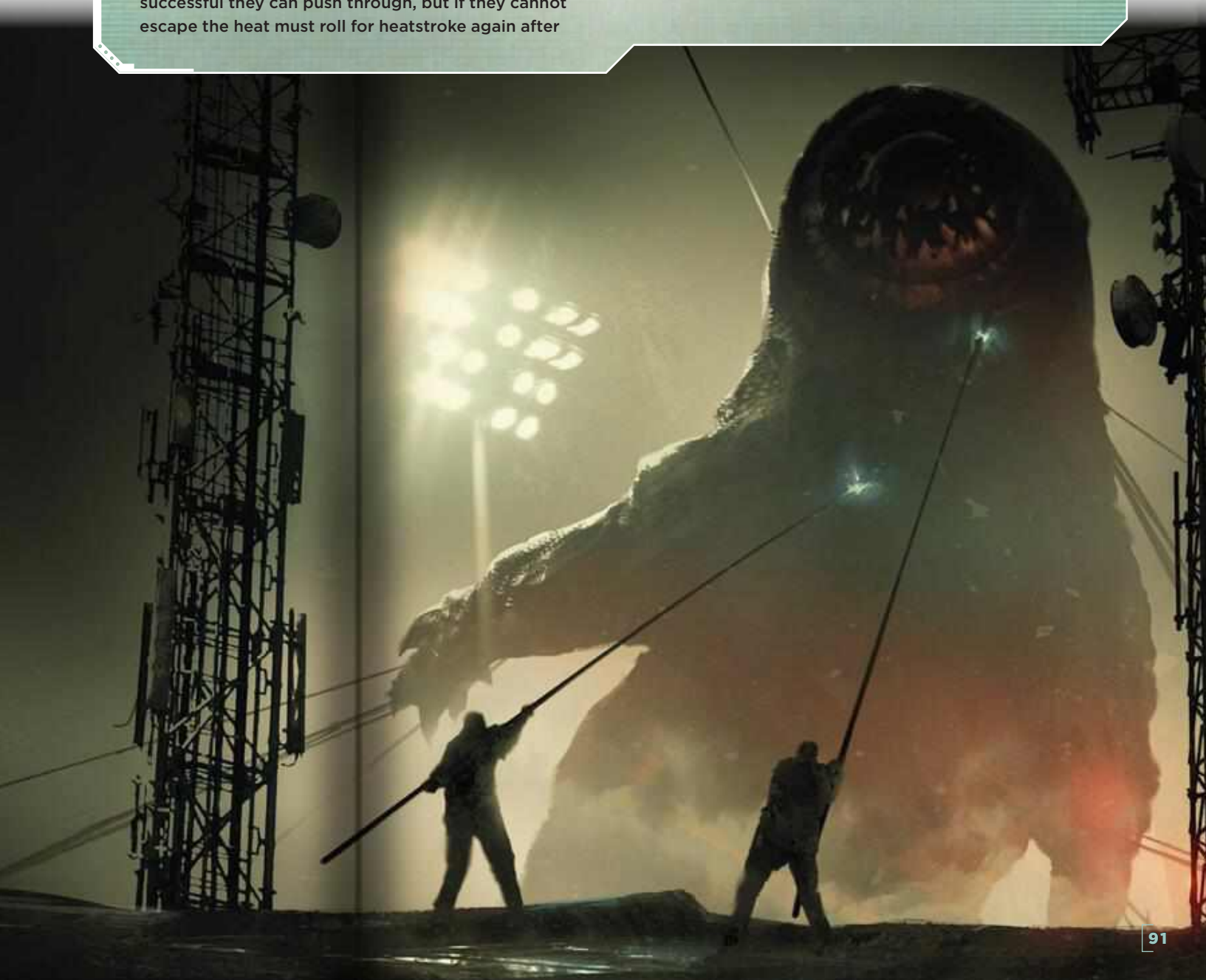
1	**IT'S A DUD:** The charge failed to build, and the attack is harmless.
2	**MILD SHOCK:** The zapper fires only a mild electrical discharge. The target suffers an attack with eight Base Dice, Damage 1.
3	**ELECTRIC BLAST:** The discharge causes a shock that blows the target off their feet and throws them back into the next zone—the target takes a six Base Dice attack, Damage 1, and gains +1 **STRESS LEVEL**.
4	**STUNNING SHOCK:** The target suffers a ten Base Dice attack, Damage 1. If any damage is done (ignore armor) they take just 1 point of damage but must make a **STAMINA** test. If they fail they are stunned and cannot act until they succeed at a **STAMINA** test, made at the start of each Round. +1 **STRESS LEVEL**.
5	**LIGHTNING BLAST:** The target suffers a huge shock attack with ten Base Dice, Damage 2.
6	**KILLING CHARGE:** The target immediately suffers two critical injuries regardless of whether or not they are Broken.

CONDITIONS

HYPOXIA: Hypoxia affects a PC when they are in a low oxygen environment (such as a toxic atmosphere or high altitude) and comes in three forms: mild, severe and extreme. When suffering hypoxia, a PC must make a **STAMINA** roll or suffer one point of damage. The frequency of the roll depends on the form of hypoxia being experienced: Mild is every Shift, Severe is every Turn, Extreme is every Round. If you are Broken through this damage, you fall into a coma and must make a Death Roll every Turn until you die or are given oxygen to breathe.

HEATSTROKE: When a PC suffers intense heat, they must make a heatstroke save, rolling **STAMINA**. If successful they can push through, but if they cannot escape the heat must roll for heatstroke again after one Turn or any strenuous activity. If the roll is failed, the PC takes one point of damage. While suffering from heatstroke they gain +2 **STRESS LEVEL** instead of one every time they push a roll. The effects are removed after one Turn in a cool environment.

GRAVITY DYSPRAXIA: Any PC operating in a gravity field half a G or more different from that which they are used to will immediately gain +1 **STRESS LEVEL** and suffer a −2 modification to all **MOBILITY** and **CLOSE COMBAT** rolls. After a Shift in the new gravity, the PC makes a **MOBILITY** roll to see if they have acclimatized. If they succeed, they no longer suffer the negative effect.



MAKING A LIVING

In the world of ALIEN there are many currencies, from the supernational dollar, yen or yuen, to the widely accepted Weyland-Yutani (W-Y) dollar. Feel free to make use of any or all of them. But for most explorers and colonists on the frontier, slaving to earn a living under the yoke of the companies or governments, the W-Y dollar is the currency of choice.

Rates of pay for explorers and colonists on the frontier aren't much better than the average hired hand back home (page 162 of the core rulebook), but there's always the hope of the big find, or negotiating a better salary. The one perk those on the frontier do get is the free—or at least cheap—accommodation, (a berth on their ship or habitation unit on the colony) and board (the crap that gets dished out as food, and other basic necessities). These folks might get paid for time in hypersleep too if they're lucky.

WILDCATTING

Wildcatters make their living by prospecting, but prospecting is hard, lonely, and dangerous work, and it takes time. A standard survey of 1,000 square km takes three weeks by ground or underwater, or one week by air, modified by the difficulty of the terrain, at your discretion. Prospecting requires the wildcatter to make an **OBSERVATION** roll, with modifiers based on the regional potential (page 278). A failed roll means they find nothing. If successful they can roll on the Prospecting Finds table (below), adding +1 to the tens die for every success beyond the first. Any find may be worth a finder's fee (in W-Y dollars, calculated by rolling D6, multiplying it by the value of the tens die from the finds roll, then multiply that figure by 10) or the PC can try to hold out and negotiate a better deal for a really tasty find. Good luck with that!

PROSPECTING FINDS

D66	PROSPECTING FINDS
11–26	It's a bust. There's nothing here.
31–36	Minor deposits of quality stone: marble, granite, limestone.
41–46	Minor deposits of iron, tin and other common ores.
51–52	Sandy silicon beds or salt flats.
53–54	Deep deposits of natural gas or oil.
55–56	Volcanic vents rich in sulphur and / or geothermal energy.
61–62	A supply of underground water, frozen springs or aquifers, clean and fresh.
63–64	Extensive fossil deposits of long-lost life.
65–66	A deep basin of clay deposits with gemstones and diamonds.
71–72	Meadows filled with new plant-life that has medical, industrial or agricultural possibilities OR deposits or vents rich in noble gases (argon, helium, radon, xenon, etc).
73–74	A huge underground vein of precious metals (gold, platinum, titanium, uranium, etc).
75–76	The gray stain on that rock is a microbial form of life you have never seen before.
81–82	Previously undetected and unknown form of complex alien life OR extensive fossil deposits of long-lost life.
83–84	Ruined remains of something you can't identify but it doesn't look natural... An archaeologist's dream find.
85+	Partially buried remains of an old or ancient spaceship.

UNRULY "PUPS"

The Weyland-Yutani Parameter Uplink Spectrograph Mapping Device—usually just called "Pups"— is a highly expensive and powerful bit of reconnaissance kit. A successful **COMTECH** roll is required to operate it, which covers getting it to the right location and running a scan of the target zone. It can detect lifeforms, atmospheric conditions, toxins and more. A failed roll means the Pups didn't send a coherent response, but it can be tried again. Pups run on power, with 5 Power Supply when fully charged. Each time it's used it must make a Power Supply roll, so a PC might want to be careful if their Pups' juice is getting low—losing it in the middle of nowhere might be an expensive mistake!

BUSTED COMPRESSION SUITS

Compression suits, by their very nature, are sealed environments for working in the vacuum of space, underwater or where you don't dare risk breathing the atmosphere. When the wearer takes damage there is a risk that the suit itself will be damaged too and may spring a leak. However, this isn't guaranteed—the attack may have simply battered or bruised the victim, rather than penetrated the suit to hurt them.

Every time a character wearing a compression suit takes damage, roll for the suit's Armor Rating again. If the roll scores at least one , the suit has not been damaged. However, if the roll fails to gain any (or had no armor protection in the first place) the suit may be damaged and may be breached. In that case roll on the table below. ■

COMPRESSION SUIT BREACH

D6	COMPRESSION SUIT BREACH
1–2	Scuffs and scrapes, but no breach.
3–4	There is damage but no breach—yet. Add +1 to the next roll on this table for that suit (this is cumulative).
5	Breach, but the tear has jammed closed again. Lose one point of Air Supply immediately and every time an Air Supply roll is needed you lose two points of Air instead of one, for every rolled.
6	Nasty breach—roll for Air Supply every round. The wearer gains +1 **STRESS LEVEL**.
7	Terrible breach—the suit is torn open and will lose one point of Air Supply per Round. The breach is so bad that there is a –1 modifier to the **HEAVY MACHINERY** roll to do a jury-rig repair. The wearer gains +1 **STRESS LEVEL** and must make a Panic Roll.
8	Ruined—the tear is so bad that the suit loses half its remaining Air Supply at the end of the Round in which it took this hit (round down) and the rest at the end of the next Round. There's a –2 modifier to the **HEAVY MACHINERY** roll to patch this up. The wearer gains +1 **STRESS LEVEL** and must make a Panic Roll.

To patch-up a breach takes one full Round (both actions) and a successful **HEAVY MACHINERY** roll.

For example, a Mk50 Compression suit takes a hit for three points of damage. It has an Armor Rating of 2, and rolls one , but nonetheless the wearer takes two points of damage. But did the damage penetrate the suit? Roll for the Armor Rating again. This time the two dice roll no so yes, the suit may be battered. The roll on the Compression Suit Breach table gets a 3—no breach but there is damage. If that suit takes another hit, its next roll on this table is at +1, so things are going to turn nasty pretty fast.

SYSTEMS AND COLONIES

"I think if we are kind, it will be a kind world."

—DAVID 8, PROMETHEUS MISSION

TERRITORY	SECTOR	SYSTEM	PLANETARY/MOON COLONIES
Outer Rim Territories	Sector 949	GJ1105 System	Rim Colony Pype's Dream [QUARANTINE LIFTED]
		Omni Ceti System	Mira Ceti IV
		GL268 System	DS Service Terminal Station 949
		268.CET System	Traon Mining Facility
Frontier	Weyland Isles Sector	P Pelops System	Pylos *Sphacteria* Fuel Depot and Waystation
		Beta Canum Venaticorum System (Chara)	LV-187 [QUARANTINE ALERT]
		Delta Trianguli System	New Albion
		Iota Persei System	Iota Persei III
		SZ Ursae Majoris System	Suzie 2 Selene
		GJ1187 System	Shānmén [QUARANTINE ALERT]
		Theta Persei System	LV-139
		JPG973 System	JPG973C Tark Weyland Station
		Pol-6362 System	Jacob Tellis
		GL537 System	GL537A Delos
		GJ1227	Kawlang
		Iota Piscium System	Ockham's Asteroid
		LHS-1140 System	LHS-1140b
		Upsilon Andromedae System	Saffar Samh Majriti Dybbuk *DSMO* Joe One, Two, Three
Beyond the 20 Parsec Limit	Far Spinward Colonies	KOI-610 System	KOI-610.01 May Outpost
		KOI-784 System	KOI-784.01 Dylan City
		KOI-1430 System	KOI-1430.03 Ute Colony
		KOI-2770 System	KOI-2770.01 Izvinite Outpost
		KOI-1938 System	KOI-1938.01 Sanchez Outpost
		KOI-723 System	KOI-723.06 Kareti
		KOI-1739 System	KOI-1739.01 July Outpost
		KOI-2469 System	KOI-2469.01 October Outpost
		KOI-1404 System	KOI-1404.01 Archimedes
		KOI-2290 System	KOI-2290.01 Capelli Colony
		KOI-947 System	KOI-947.01 Pelican Colony
		KOI-2020 System	KOI-2020.01 January Outpost
		KOI-2650 System	KOI-2650.01 Gorham's Colony
		KOI-1686 System	KOI-1686.01 Nightingale Colony
		KOI-1361 System	KOI-1361.01 BlueJay Colony
		KOI-323 System	KOI-323.08 Platte
		KOI-2418 System	KOI-2418.01 Curzic Outpost
		KOI-817 System	KOI-817.01 Brahms Outpost

Mining and farming colonies are the lifeblood of governments and corporations alike. Both success stories and severe failures have led to some worlds thriving while others simply die on the vine of the trade routes that branch from the Outer Rim to far off sectors to the unknown.

OUTER RIM TERRITORIES

While the Outer Rim Territories has been claimed, there are many dark corners of it that have yet to be explored. Sometimes something comes out of those shadows to fuck up your home.

SECTOR 949

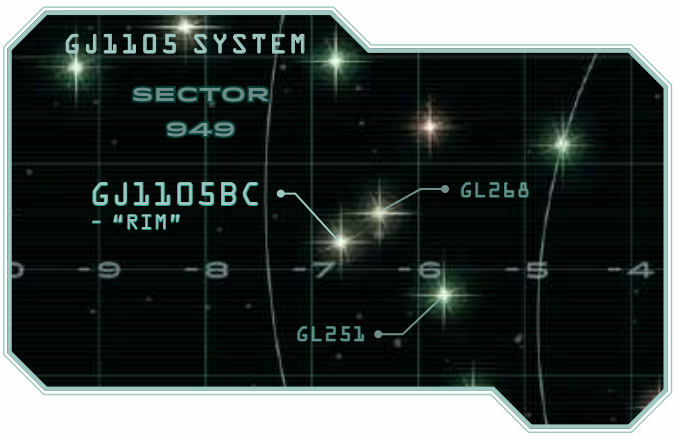
GJ1105 SYSTEM

Located on the edge of known space and settled by famous industrialist and xenobotanist Henry De Pype, the colony on Rim was destroyed under mysterious circumstances in 2179. A Colonial Marine contingent responding to a distress call found the colony of Pype's Dream to be suffering from a redacted outbreak. The platoon came under attack by unknown forces and suffered near total losses. To contain the epidemic, the atmospheric processor's reactor was purposely set to overload. Only two survivors escaped Rim—USCMC Corporal David Wilks and a young colonist named Billie. Both were cleared of contagion some months later, sworn to never speak of the incident, and released.

While the planet's atmosphere was damaged by the reactor's explosion, the ECA has recently cleared the planet for recolonization. The 340-kilometer area of the former colony is a radiation dead zone, so caution is recommended. Nearing completion, the new colony is to be called Pype's Line for the many pumps and conduits used to siphon the crude oil deposits from deep under the irradiated zone safely to the colony kilometers away.

GJ1105BC "RIM"

Location	−6.8 Rimward, 0.2 Spinward
Affiliation	Formerly UA and Bionational
Classification	Terrestrial planet, terraformed
Climate	Rainy weather, breathable atmosphere
Mean Temperature	0°C
Terrain	Barren wasteland
Colonies	Pype's Dream, destroyed. Planet cleared for recolonization.
Population	Formerly 211, now none
Key Resources	Crude oil, neodymium



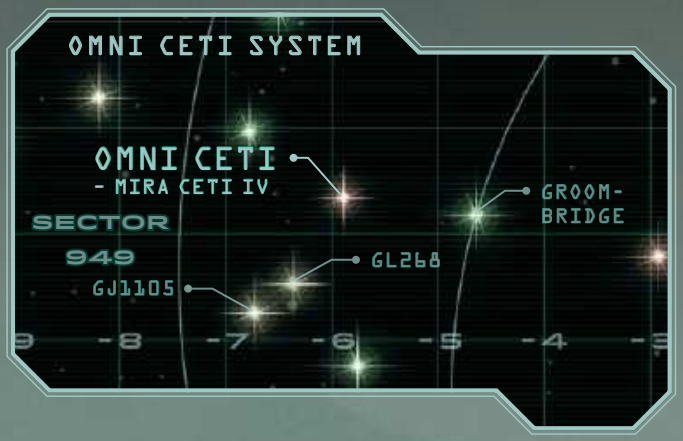
OMNI CETI SYSTEM

When several mineral assets were discovered in the Omni Ceti system, the fourth planet was colonized by the Omni-tech corporation in 2085. A domed colony was set on the surface of Mira Ceti IV and terraforming efforts began using traditional techniques. After 15 years of terraforming and mining, the colony sent out a distress signal. With their cargo fleet spread thin and no Colonial Coast Guard in place yet, it took the nearest Omni-tech ship four and a half years to respond.

Of the 532 colonists assigned there, only 104 severely mutilated bodies were found. Investigators concluded the colony succumbed to a mass hysteria that resulted in deaths and rioting. Panicked survivors must have fled into the catacombs and wastelands and died of exposure there. Conspiracy theorists claim the colony was attacked by technologically advanced alien lifeforms, who killed those who resisted and took the others back to their home world as slaves. The recently leaked journals of a colonist named Lumley suggest that a demonic entity was summoned and dragged the missing colonists back to hell with it. While pure nonsense, the journals have revived interest in the Tulitu esoteric brotherhood that Lumley belonged to.

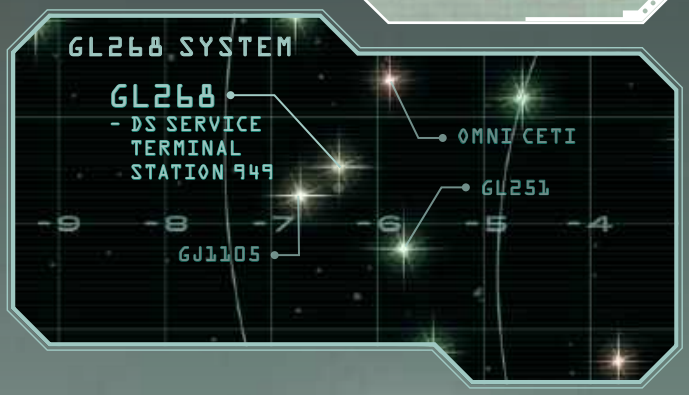
MIRA CETI IV

Location	−5.9 Rimward, 1.2 Spinward
Affiliation	ECA, UA
Classification	Terrestrial planetoid, partially terraformed
Climate	Breathable but stale air with no discernible winds
Mean Temperature	8°C
Terrain	Barren mountains, super canyons, and yawning quarries
Colonies	One, abandoned. Planet cleared for recolonization.
Population	None. Formerly 532
Key Resources	Yttrium and Dysprosium



GL268 SYSTEM

Sitting just outside 3WE space, GL268 is a yellow star with no planetary system. There are no natural celestial bodies in the star's orbit—just a human-made deep-space transit space station. Called Station 949, this large service terminal is considered the hub to the Rimward colonies. Equipped with two drydocks for repairing M-Class freighters, the station also sports four ecological gardens on arms that extend from the station's central stem.



DS SERVICE TERMINAL STATION 949

Location	–6.5 Rimward, 0.5 Spinward
Affiliation	Omni-tech, ECA
Classification	Space Station
Climate	Recycled atmosphere, slight chill
Mean Temperature	18°C
Terrain	—
Colonies	One
Population	81 colonists
Key Resources	Starship repair

268G.CET SYSTEM

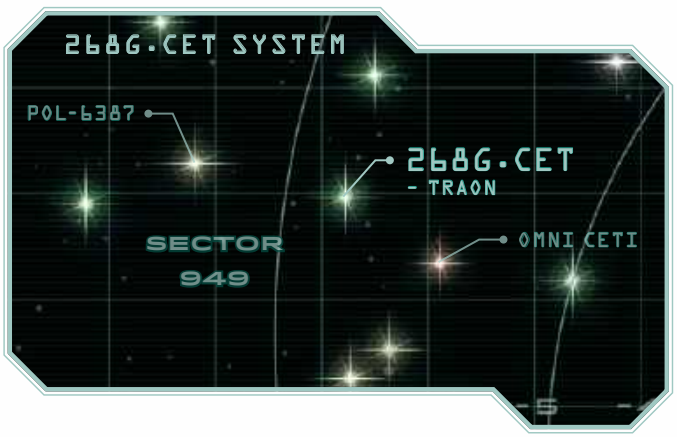
This mineral-rich system, dominated by the planet Traon, has been leased to the Kelland Mining Company to exploit for Omni-Tech. Large automated mining facilities cover Traon, extending deep beneath the surface. The machines are powered by geothermal taps. A contingent of 300 miners and wildcatters maintains the digs and scouts for new mining sites. ■

TRAON

Location	–6.8 Rimward, 2.0 Spinward
Affiliation	Kelland and Omni-Tech
Classification	Terrestrial planet, terraformed
Climate	Chilly and thin but breathable
Mean Temperature	16°C
Terrain	Fault block mountains and cavernous mines
Colonies	Traon Mining Facility
Population	300 miners
Key Resources	Diatomite, kaolin, bentonite, and barite

WHAT IS THE COMPANY UP TO?

LV-426, Rim, and countless other small moon-colonies—why does Weyland-Yutani pour so much funding into terraforming these barren lumps of rock? What purpose could they serve? The mineral content of these worlds seems hardly worth the bother—colonial wildcatters stationed there barely eke out a nominal living. On the diminutive side, these colonies rarely exceed sixty to eighty families. These worlds may hold some strategic value to the company—although what that value is is lost on the colonists forced to forge a living on these frontier wastelands. Whatever it is, you can be sure it isn't for the benefit of the settlers themselves.



THE FRONTIER

The Frontier is where explorers are pushing the boundaries of human knowledge and colonists are expanding civilized space. Unfortunately, the frontier is also under attack by threats both human and alien.

WEYLAND ISLES SECTOR

A small hold out from the Weyland Era of expansion, the Weyland Isles lie just beyond the Outer Rim Territories. The sector was established by the 3WE in the late 2080s as a link between Earth and the now long-abandoned far spinward colonies. Containing a number of favorable stars, the sector drew the attention of the 3WE nobility. Nonetheless, funding was cut for sector development when Weyland Corp stocks dropped in the 2090s.

Sections of claimed space here are referred to as separate isles and are designated I through V. When the UPP formed in the early 2100s, the isles became even more isolated. Only the precious metals found in the area kept the 3WE from abandoning it completely. For decades, the royal marine contingent assigned to the sector has kept the Weyland Isles from leaving the empire. That changed when the local government of New Albion declared their world independent, leading what has become known as the 3WExit. The entire area is now contested by the 3WE, the New Albion rebels, the ICSC, and the UPP.

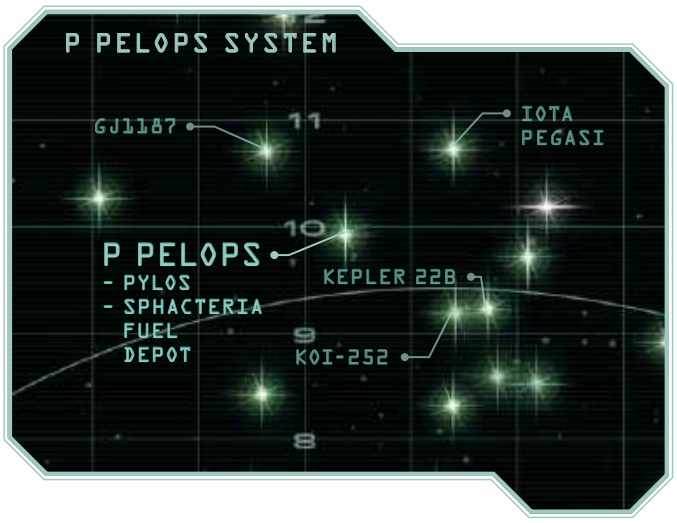
P PELOPS SYSTEM

Pylos is a gas giant situated in a forgotten and secluded part of space. The United Nations Interstellar Settlement Corps set up space station ATOL *Sphacteria* orbiting Pylos here to act as a spinward Frontier fuel depot. A Colonial Marshal's office and a platoon of UNISC troops are stationed on *Sphacteria*. Along with its massive fuel pods, this depot has two internal drydocks and outer docking facilities for up to twelve class F to M starships.

The station is neutral, servicing all nations and ships alike. The station's central tower maintains two extendable fuel grapplers that can capture a ship and pull it in for refueling. A Lockmart towing shuttle is docked here to assist in starship repairs.

PYLOS
ATOL SPHACTERIA FUEL DEPOT AND WAYSTATION

Location	0.4 Coreward, 10.0 Spinward
Affiliation	UNISC freeport
Classification	Gas giant with orbital station
Climate	Planet atmosphere is toxic, station air is recycled through old scrubbers and tastes like tin
Mean Temperature	20°C (station)
Terrain	Pressurized ammonia and methane gasses
Colonies	Station in orbit
Population	48 workers and 40 UNISC troops on station
Key Resources	Hydrogen, helium, and nickel-iron



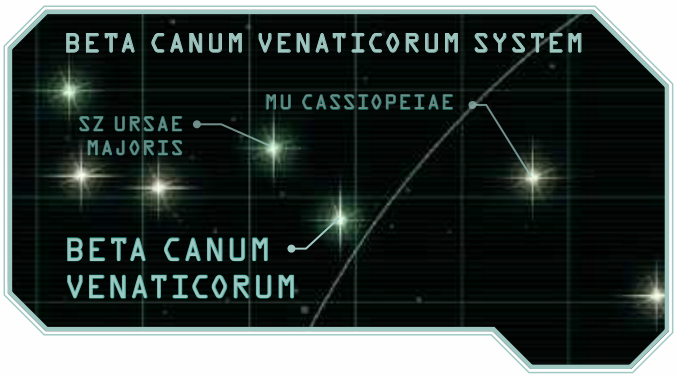
BETA CANUM VENATICORUM SYSTEM

Located in the Beta Canum Venaticorum (Chara) system, LV-187 is a mineral and oil rich rocky planet. While the system's sun is a main sequence star, the constant cloud cover makes day here akin to dusk on most worlds. Its breathable atmosphere is constantly wracked with storms and high force winds. Severe flooding and wind damage are the norm here. The surface is covered with mud and runoff from the frequent storms.

The colony itself is two kilometers of interconnected corridors stretching east to west with a central hub in the middle. The planet was recently the victim of a biological outbreak that may have been caused by the Border Bombers. Forces of the ICSC, NAPRO, UPP, and 3WE blockaded the system in a stalemate, each waiting for the other to make the first aggressive move.

CHARA IV LV-187

Location	-6.2 Rimward, 5.8 Spinward
Affiliation	NAPRO, formerly 3WE
Classification	Terrestrial planet, terraformed
Climate	Breathable atmosphere, overcast, intense thunderstorms and gale force winds
Mean Temperature	12°C
Terrain	Barren rock formations and muddy lowlands
Colonies	One settlement, quarantined
Population	200 colonists, presumed dead
Key Resources	Crude oil



DELTA TRIANGULI SYSTEM

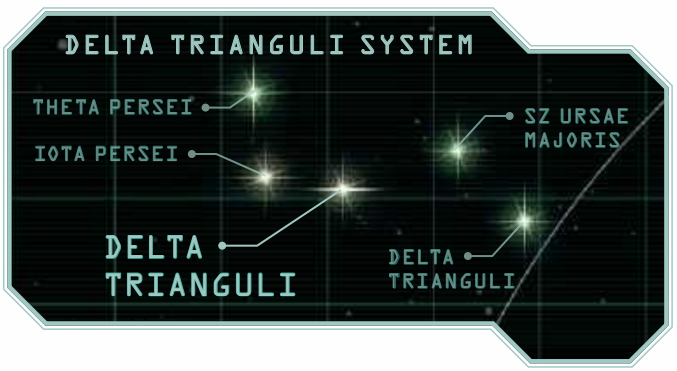
Colonized by British Old Money families during the Weyland Era, this binary star system is home to the "jewel of the Weyland Isles," New Albion. While the system's primary sun is a main sequence star, its secondary is an orange dwarf.

New Albion was originally settled by wealthy 3WE royalty. As such, great care was taken on vanity projects—the colony was built to replicate the pubs, streets, and other features of old London. So much of the original expansion budget was spent on New Albion that the other settlements in the sector are little more than outposts and research stations.

Home to the sector's local government, over the decades. New Albion has diminished in power in the 3WE parliament. Under Prime Minister Maurice Pepper and with the help of rogue royal marines, the planet recently succeeded from the 3WE and formed the New Albion Protectorate.

NEW ALBION

Location	-7.9 Rimward, 6.1 Spinward
Affiliation	NAPRO, formerly 3WE
Classification	Terrestrial planet, terraformed
Climate	Temperate and seasonal
Mean Temperature	22°C
Terrain	Forested valleys and rivers
Colonies	One with smaller settlements
Population	50,000+ colonists
Key Resources	Platinum and palladium



IOTA PERSEI SYSTEM

Iota Persei is a main sequence star with a system of three worlds. Only one is the correct distance from the star to support life—and support life it does. Iota Persei III is a lush jungle world of amber alien plants similar to the foliage discovered by the USCMC on Fujima 514. A dismissed survey report suggests massive archaeological ruins with equally massive stone heads jutting from the jungle floor lie hidden in the dense banana-yellow foliage.

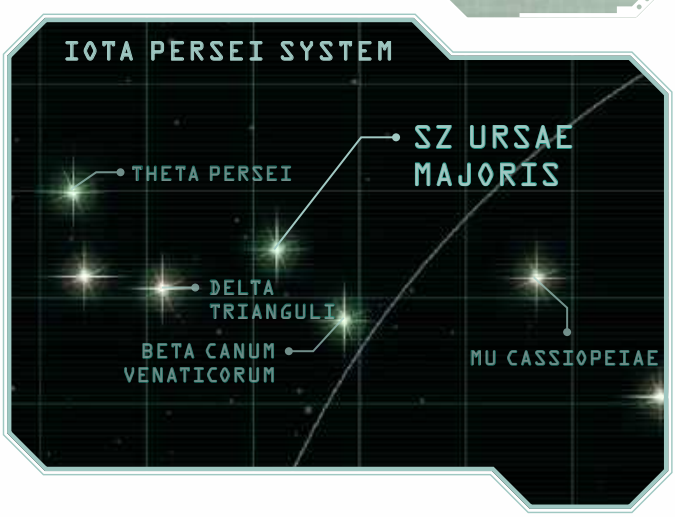
IOTA PERSEI III

Location	–8.8 Rimward, 6.1 Spinward
Affiliation	NAPRO
Classification	Terrestrial planet
Climate	Thick but breathable, hot and humid
Mean Temperature	50°C
Terrain	Steamy jungle world with yellow vegetation
Colonies	None
Population	None
Key Resources	Gadolinium, monazite, and bastnaesite

SZ URSAE MAJORIS SYSTEM

Featuring a flare-type star, Sz Ursae Majoris is a deadly system with a scorched barren super earth called Suzie 2—replete with mineral-rich moons and asteroids. A flare star is a variable star that can undergo unpredictable dramatic increases in energy output for short intervals. Analogous to solar flares, these outbursts eject magnetic energy stored in the stars' atmospheres, causing periodic loss of comms and power outages to ships, vehicles, and equipment in the system.

Any colony here would need specially hardened electronics. The system's most eligible moon for colonization is Selene, a deep blue hunk of azurite with a tenuous atmosphere ripe for taming via atmospheric processors. Large veins of copper exist here as well. On the surface, the skies periodically flash as crystalline particles in the upper atmosphere react to the flaring star.



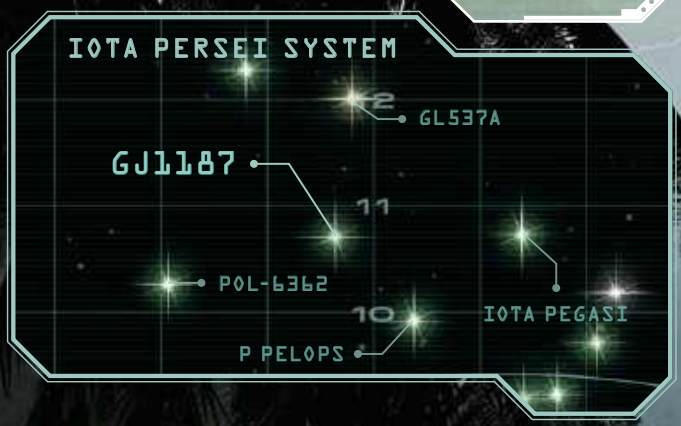
SELENE

Location	–7.4 Rimward, 6.2 Spinward
Affiliation	None
Classification	Terrestrial planetoid, can be terraformed
Climate	Basic rebreathers necessary, thin atmosphere
Mean Temperature	0°C
Terrain	Ragged rock formations and fissures
Colonies	None, marked for colonization
Population	None
Key Resources	Azurite, chalcanthite, and copper

GJ1187 "SHĀNMÉN" SYSTEM

[QUARANTINE ALERT]
Targeted by the Border Bombers, the UPP and Jùtóu Combine mining world of Shānmén was a vital source of the rare mineral eitr. The lush planet once supported several colonies along with some minor research outposts. The local fauna included meter-long flying insects and large predatory cats. Megafauna ranged from sauropods to large flying hawk-like creatures—all of which have now been mutated into monstrosities by the black pathogen dispersed in the atmosphere.

While the Border Bomber craft responsible for attacking the colonies here was destroyed by the multi-national marine force called the *Jackals*, only survivors from two settlements were confirmed to have been recovered. The various governments involved are currently in UNISC sessions to discuss the viability of nuking the planet.



GJ1187.03 "SHĀNMÉN"

SUEÑOS GRANDES, NEW LUHANSK, ROMASHKA OUTPOST, OTHER SETTLEMENTS

Location	−0.4 Rimward, 10.8 Spinward
Affiliation	UPP, Jùtóu Combine
Classification	Terrestrial planet
Climate	Tropical to temperate, breathable atmosphere
Mean Temperature	20°C
Terrain	Lush jungle to thick rainforests, fungi clumps, rocky mountains
Colonies	Five colonies and several small outposts, all destroyed. Planet quarantined.
Population	Unknown, pre-bombing: 20,000+
Key Resources	Eitr, macrofauna research

THETA PERSEI SYSTEM

This binary system consists of a main sequence star (Theta Persei A) and its red dwarf companion (Theta Persei B). While this system has been noted for the possibility of earth-like planets in the star's habitable zones, only one has been cataloged—a dead rock with a red sand desert moon designated LV-139. High temperatures dominate the day with freezing temperatures at night. Blue lightning electric storms are common. Other than the moon, Theta Persei has strangely remained unexplored for nearly a century.

THETA PERSEI AEM LV-139

Location	–8.7 Rimward, 7.0 Spinward
Affiliation	None
Classification	Terrestrial moon
Climate	Breathable. electric storms, dry with sporadic flash floods
Mean Temperature	38°C
Terrain	Red sand-deserts and jutting spires
Colonies	None, unexplored
Population	None
Key Resources	Dysprosium, terbium

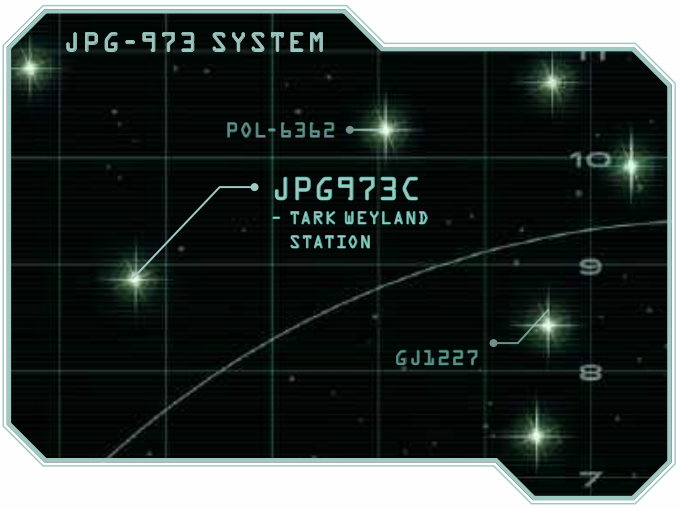
JPG-973 SYSTEM

Discovered in 2061 in a cooperative effort between industrialist William Tark and the Weyland Corp, the third planet here is home to numerous colonies of simple xeno-bacteria. A permanent research facility was established here called Tark-Weyland Station. The station's microbiological and biochemical engineers have put together a think tank to combat new forms of cancer that do not respond to established treatments.

Recently, Tark-Weyland's Molecular Science Group assigned a think tank to work on developing an antigen that would slow the advance of the black pathogen deployed in the Border Bombers' attacks. Unfortunately, the project's lead scientists—Professor Hugo Cléas and Doctor Hide Tajima—went missing while attempting to obtain samples of the pathogen. Their current status is unknown.

JPG-973C
(TARK-WEYLAND STATION)

Location	–4.2 Rimward, 8.9 Spinward
Affiliation	3WE
Classification	Terrestrial planet
Climate	Humid
Mean Temperature	35°C
Terrain	Wetlands with swamp gas
Colonies	Research station with several laboratory outposts
Population	230 researchers and support staff
Key Resources	Medical research, methane



POL-6362 SYSTEM

The POL-6362 system features a world named for Weyland Corp's Jacob-Tellis expedition. This primordial world was settled in 2071, but its small colonial outpost was abandoned when Weyland Corp stocks fell in the 2090s. Covered in volcanic ash, its structures still stand on an equatorial island chain. The planet is home to numerous forms of aquatic xeno-microfauna. Science teams from Tark-Weyland Station make several expeditions here every year, collecting and cataloging microscopic protozoa and arthropods.

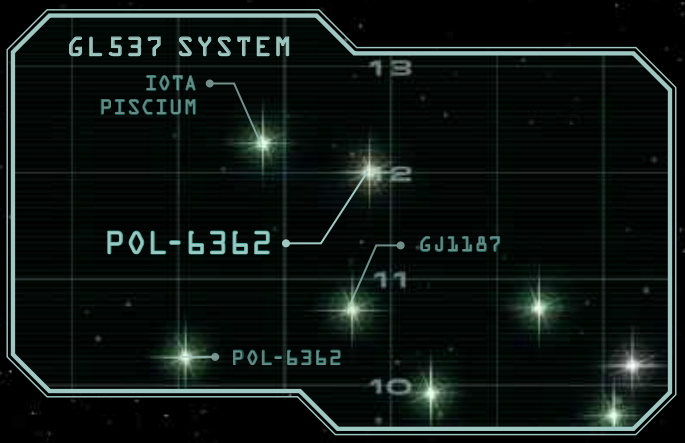
POL-6362.04 "JACOB-TELLIS"

Location	–1.9 Rimward, 10.2 Spinward
Affiliation	3WE research world leased to Bionational and Weyland-Yutani
Classification	Aquatic planet
Climate	Harmful aerosols and poisonous gasses. Simple rebreathers required
Mean Temperature	28°C
Terrain	Green seas and volcanic islands
Colonies	One, abandoned
Population	Rotating scientific expeditions, typically 6–48 explorers and scientists at any time
Key Resources	Microfauna and research

GL537 SYSTEM

Supplies to the Weyland Isles Sector and other outer colonies are distributed through the barter station at Delos. Here, freighters take on frontier-mined ores and other cargoes intended for the core systems. They also bring supplies from the core to the Frontier.

Under normal circumstances, treaties allow civilian freighters to pass through UPP space to reach Delos. The Frontier War disrupted those routes for nearly two years. While trade routes have been re-established, Delos has been overtasked with getting the colonies much needed food, fuel, and medicines. A strategic asset, Delos is a prime target for an invasion by the New Albion Protectorate.



GL537A "DELOS"
(WEYLAND-YUTANI SPINWARD SHIPPING AND DISTRIBUTION CENTER)

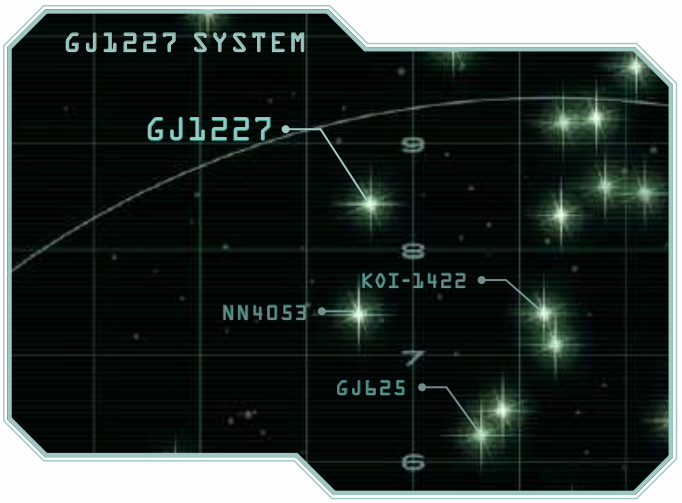
Location	–0.2 Rimward, 12.0 Spinward
Affiliation	Weyland-Yutani. Trades with ICSC, UA, and 3WE.
Classification	Terrestrial planet, terraformed
Climate	Thin atmosphere (–1 to all STAMINA rolls without breathing equipment)
Mean Temperature	–6°C
Terrain	Frost covered ice world with sporadic deep thermal springs and steam vents
Colonies	Shipping and distribution facilities on surface, several loading and fuel stations in orbit
Population	2,000 colonists
Key Resources	Distribution of Frontier assets

GJ1227 SYSTEM

While already considered a protectorate of the UPP, this former mining colony was annexed by them during the Frontier War. Kawlang is an over-industrialized moon covered in factories and fog. Factories here produce the weapons and machines of the UPPA war machine.

GJ1227.02 "KAWLANG"

Location	–0.4 Rimward, 8.5 Spinward
Affiliation	UPP, Norcomm and Hyperdyne Corporation
Classification	Terrestrial planet
Climate	Smog and sulfuric rains (ACID SPLASH 1)
Mean Temperature	0°C
Terrain	Over-industrialized wasteland crisscrossed with deep strip-mine gouges
Colonies	One
Population	487 colonists
Key Resources	Parts and weapons fabrication



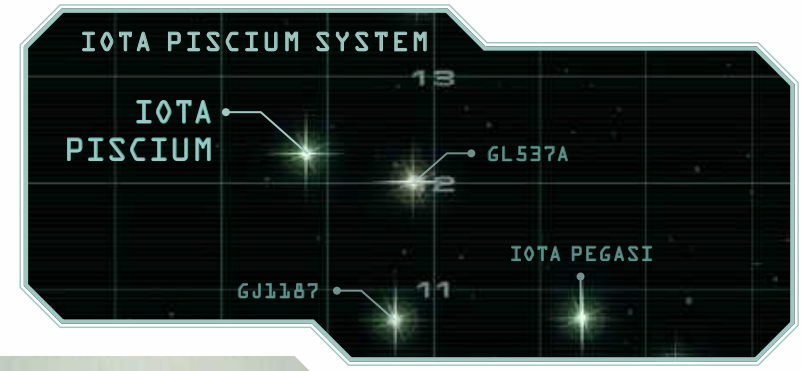
IOTA PISCIUM SYSTEM

This somewhat barren system has a large main sequence variable star orbited by a cold debris disk rich in rare earth metals. The largest piece of debris is called Ockham's Asteroid—a 12 km wide misshapen rock that sports an ICSC sponsored mining colony. As the first mining site (A) failed to reach ore, it was the second that was colonized.

Called Mining Site B, the facility has recreation bars, a solarium, and cage accommodation for over 2,000 miners. A single marshal with a dozen deputies maintains order. The mine itself is over two kilometers deep, causing a severe change in pressure with any descent. Rumors persist that something unearthed in that deep mine has caused several accidents amongst the miners, but these reports are unconfirmed.

OCKHAM'S ASTEROID
(MINING SITE B)

Location	−1.2 Rimward, 12.3 Spinward
Affiliation	ICSC
Classification	Terrestrial planet, terraformed
Climate	Cold and thin atmosphere
Mean Temperature	0°C
Terrain	Pockmarked and cratered metamorphic rock with two-kilometer-deep mine shafts
Colonies	One, Mining Site B
Population	2,000 miners, 250 support staff
Key Resources	Promethium

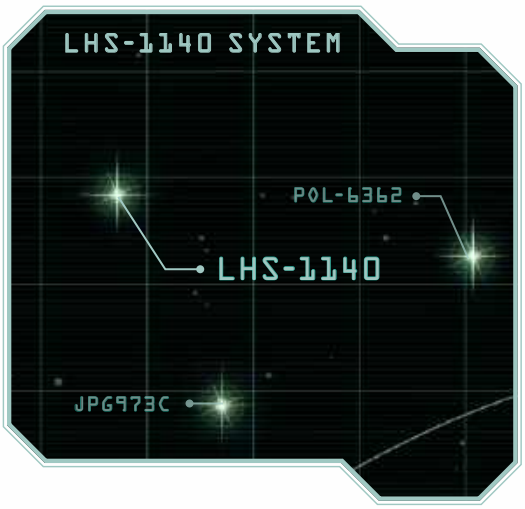


LHS-1140 SYSTEM

Located in unclaimed space, LHS-1140 is a red dwarf star system with three rocky planets. The planet LHS 1140b is a super-Earth in the habitable zone and transits the star every 24.7 days. Gravity on the planet is 2G. Anyone on the surface will have trouble moving around and get a −2 modification to all **MOBILITY**, **CLOSE COMBAT**, and **STAMINA** rolls. After a period of acclimation (D6 days), this modification disappears.

LHS-1140B

Location	−5.3 Rimward, 10.9 Spinward
Affiliation	NAPRO
Classification	Terrestrial super earth
Climate	Moist, thick, and hard to breath
Mean Temperature	25°C
Terrain	Shallow valleys with subterranean seas and low-lying lichen forests
Colonies	None
Population	None
Key Resources	Mercury and cerium



UPSILON ANDROMEDAE SYSTEM

Upsilon Andromedae is a binary star system of a main sequence star and a red dwarf. There are three gas giants—Saffar, Samh and Majriti, and a hidden fourth planet (Dybbuk) lurking within the system's solar ionized radiation belt. The gas giants are home to three Working Joe-run trawling platforms designated *DSMO Joe One*, *Two*, and *Three*. These stations process metallic hydrogen and metallic helium from the gas giants' cores. ■

DYBBUK

(SAFFAR, SAMH, DSMO JOE ONE, TWO and THREE TRAWLING PLATFORMS)

Location	–8.8 Rimward, 9.7 Spinward
Affiliation	NAPRO
Classification	Terrestrial planet
Climate	Howling ionized winds (weak radiation)
Mean Temperature	44°C
Terrain	Fold mountains and rolling hills
Colonies	none
Population	none
Key Resources	metallic hydrogen and helium

THE FAR SPINWARD COLONIES

Once major contributors to humankind's expansion, these worlds were abandoned when the 20-parsec limit was established in the 2110s. While the colonies were ordered to evacuate, no one made it back after the recall. The information presented in this section details these settlements at the sector's height, circa 2071. Even if your PCs never visit these planets, they offer a good example of older, more established colonies. The current disposition of some of these worlds is covered in the Lost Worlds campaign (page 141). What has happened to the rest is up to you.

THE ISOLATION

At the turn of the century, several star systems between the Middle Heavens and the Far Spinward Colonies went supernova, flooding the region with star remnants, intense gamma radiation, and violent neutrino bursts. This interstellar haze has permeated the area for decades, making travel there impossible—several ships were lost in the attempt. As of the 2180s, the interference has begun to dissipate enough to risk an expedition back to the FSC—the UNISC Great Mother Mission. The question remains, what will they find out there—a thriving interstellar civilization of joint colonies, or isolationist chaos and death?

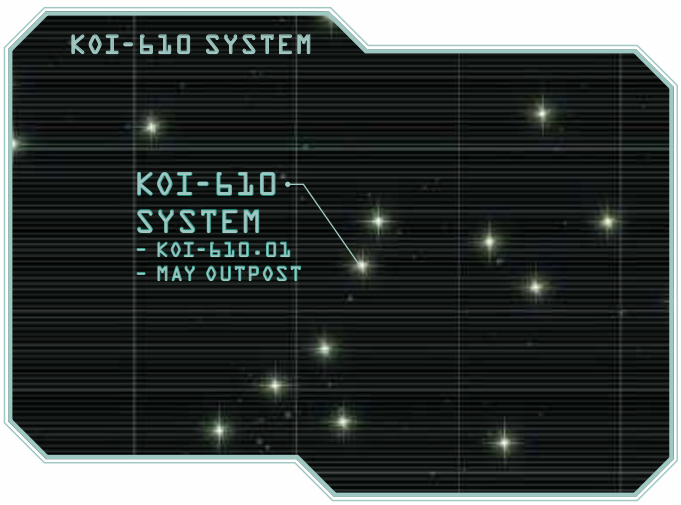
ARROGANCE OR PROPAGANDA?

The large population numbers of the Weyland era colony worlds are in direct contrast to the smaller numbers on distant frontier worlds of this century. Weyland Corp colony records tend to boast numbers in the tens to hundreds of thousands and more, while Weyland-Yutani worlds support a more modest hundred to a few thousand colonists. It is possible that ambition and earthly overpopulation caused so many to leave earth for the stars. It is also true that more advanced technologies were in play in the beginnings of space colonization than the economy versions in use today.

For example, a Weyland Corp atmospheric processor could reportedly clean a moon or small planet's atmosphere within a decade. Weyland-Yutani's models can take some twenty to forty years to do a subpar job. While we may never know for certain, it is likely that at least some of the population numbers were inflated to make extrasolar colonization seem that much more attractive to a civilization hesitant to leave their own solar system. After all, if everyone else is leaving the planet, why aren't you?

KOI-610 SYSTEM

In the latter half of the 21st century, this system housed a major European military base in the Far Spinward Colonies. When the 3WE was formed in 2088, May Outpost became home to a full battalion of royal marines. After the Weyland Corporation collapse, many of the marines and colonists returned to the core systems, leaving only a reserve contingent here with their families.



KOI-610.01
MAY OUTPOST

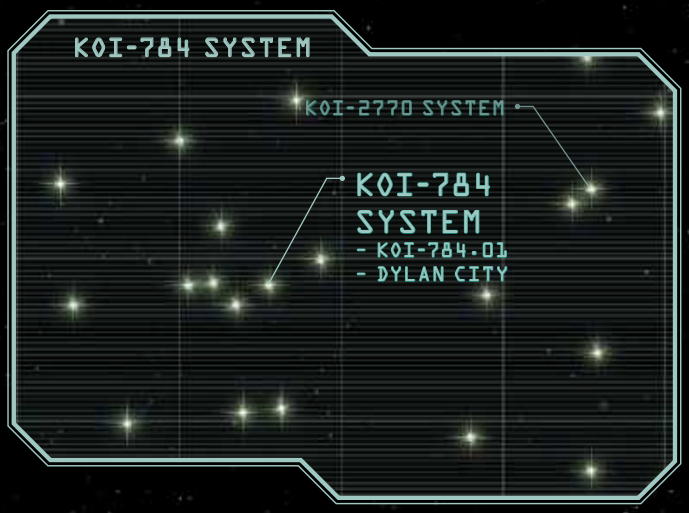
Location	33.3 Coreward, 11.4 Spinward
Affiliation	Weyland Corp, 3WE
Classification	Terrestrial planet, terraformed 2061–2069
Climate	Breathable with occasional salt-filled stinging winds
Mean Temperature	33°C
Terrain	Salt flats and pillars surrounding massive saltwater lakes
Colonies	May Outpost
Population in 2071—Reported/Actual	900,000,000/650,000
Key Resources	Magnesium, lithium, halite, oxygen, and aquaculture

KOI-784 SYSTEM

Spearheaded by cosmologist and philanthropist Eldridge Dylan Sanchez, the establishment of the system KOI-784 was a long and arduous task. A systemic failure of the atmospheric processor plant on Dylan City brought a pause to the initial terraforming effort, which was eventually restarted eight years later in 2062. While an independent science team determined the trouble to be the result of indigenous subterranean single-cell life forms, the company chose to ignore their recommendation to stop colonization. The process was finally completed by 2069. A precious metal mining colony, alternately called Dylan City, Dylan Colony, or just Dylan, this world was a thriving center for the Far Spinward Colonies.

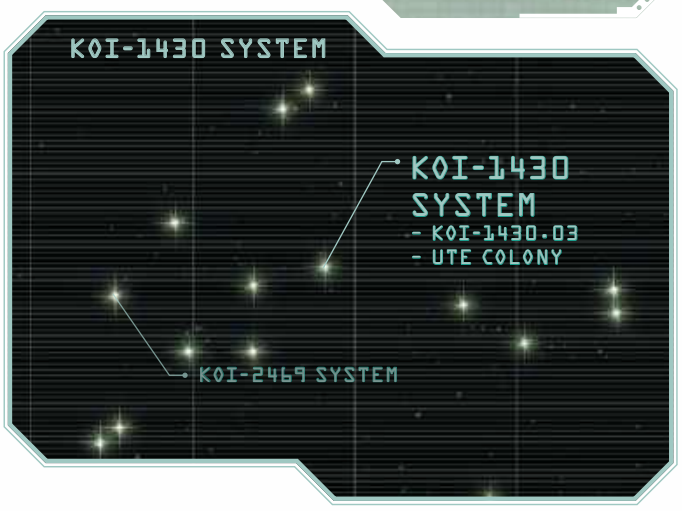
KOI-784.01
DYLAN CITY

Location	36.8 Coreward, 4.6 Spinward
Affiliation	Weyland Corp, 3WE
Classification	Terrestrial planet, terra-formed 2054–2069
Climate	Overbearing humidity
Mean Temperature	48°C
Terrain	Honeycombed caverns throughout craggy mountains and high plateaus
Colonies	Dylan City, several mining outposts
Population in 2071—Reported/ Actual	90,000/40,000
Key Resources	Gold, titanium and hematite



KOI-1430 SYSTEM

Ute Colony in the KOI-1430 system was the first to introduce Kelland Mining Company's advanced extrasolar mining technologies and techniques to their mining operations. Within a month of installation, they had increased their production by 130%. Ute also processed hydrogen cells from the planet's black seas, making the colony essential to the sector's energy needs.



KOI-1430.03
UTE COLONY

Location	38.4 Coreward, 7.8 Spinward
Affiliation	Weyland Corp, 3WE
Classification	Terrestrial planet, terra-formed 2064–2070
Climate	Hazy but breathable atmosphere with massive dust storms
Mean Temperature	15°C
Terrain	Low flatlands with deep black seas
Colonies	Ute Colony
Population in 2071—Reported/ Actual	75,000/30,000
Key Resources	Magnetite, hydrogen, and oxygen

KOI-2770 SYSTEM

Several millions of years ago, KOI-2770.01 collided with an asteroid enriched with large quantities of palladium. The impact created massive deposits of the mineral which were targeted for exploitation by Weyland Corp. Instead of simple mining, Izvinite Outpost also had the facilities to refine the precious metal. Massive sub-surface electrolysis turbine plants are used to break down water molecules into its hydrogen and oxygen components for separate export to other worlds.

KOI-2770.01
IZVINITE OUTPOST

Location	37.4 Coreward, 6.5 Spinward
Affiliation	Weyland Corp, 3WE
Classification	Terrestrial planet, terraformed 2063–2069
Climate	Still air followed by silicate hurricanes
Mean Temperature	10°C
Terrain	Dry sandstone expanses pockmarked with quarries and subterranean lakes
Colonies	Izvinite Outpost
Population in 2071—Reported/Actual	780,000/55,000
Key Resources	Palladium, oxygen, and hydrogen

KOI-1938 SYSTEM

Named after famous cosmologist and philanthropist Eldridge D. Sanchez, Sanchez Outpost's industry featured arrays of automated deep mining machines. While it started as a small outpost, within a few years it had become a sprawling colony powered by a substantial dam system. In addition to the Outpost, this system is known for the massive gas giants Ojo and Atomos and the many moons that surround them. In 2105, the last message transmitted from the outpost was from Sanchez himself, proclaiming an in-system discovery that in his own words would, "change human life as we know it." What that was remains a mystery to this day.

KOI-1938.01
SANCHEZ OUTPOST

Location	35.7 Coreward, 6.5 Spinward
Affiliation	Weyland Corp, 3WE
Classification	Terrestrial planet, terraformed 2047–2055
Climate	Temperate seasonal weather
Mean Temperature	20°C
Terrain	Ever-branching tributaries and river deltas crisscrossing plains and basins
Colonies	Sanchez Outpost
Population in 2071—Reported/Actual	6,000,000/175,000
Key Resources	Europium, neodymium, copper, and chromate

KOI-723 SYSTEM

Kareti Colony in the KOI-723 system is a prime example of early Weyland Corp pioneers' defiance in the face of a cold and unforgiving universe. Primitive single-cell organisms were detected living near geothermal vents upon the sixth planet's discovery. Unfortunately, the company probe incorrectly tagged the planet for colonization. Instead of a simple scientific expedition, an entire colony mission led by J.V. Gorham was sent to the world. Upon arrival, it became clear that its inhospitable carbon-di-oxide-rich atmosphere would not lend itself to terraforming.

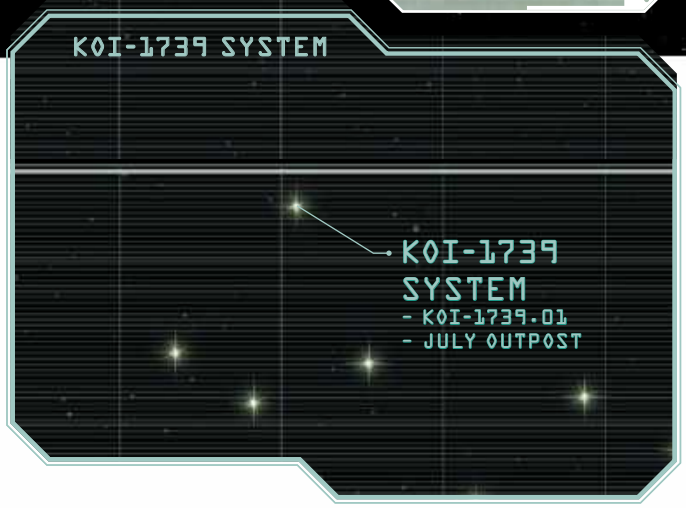
The atmospheric plant threatened to over-load when attempting to scrub the air and the colony's structures failed to keep the infiltrating toxic environment out. In competition with Eldridge Sanchez over who could put down roots on the more hostile world, Gorham had the plant's processors shut down, vacuum-sealed the facility, and moved the research team in. The rest of the colonists went on to settle on Sanchez Outpost (previous page).

KOI-723.06K
KARETI COLONY

Location	34.4 Coreward, 7.3 Spinward
Affiliation	Weyland Corp, 3WE
Classification	Ice planet, terraforming failed
Climate	Dense toxic atmosphere
Mean Temperature	−78°C
Terrain	Glacial dry ice pockmarked with geothermal vents
Colonies	Kareti Colony
Population in 2071—Reported/ Actual	126/126
Key Resources	Research

KOI-1739 SYSTEM

Settled by colonists from Capelli Colony, July Outpost was founded as a manufacturing center on the first planet of the KOI-1739 system. It soon became the central manufacturing hub for atmosphere processors in the Far Spinward Colonies. The outpost's industry was so successful they even exported processors back to the Outer Veil colonies.

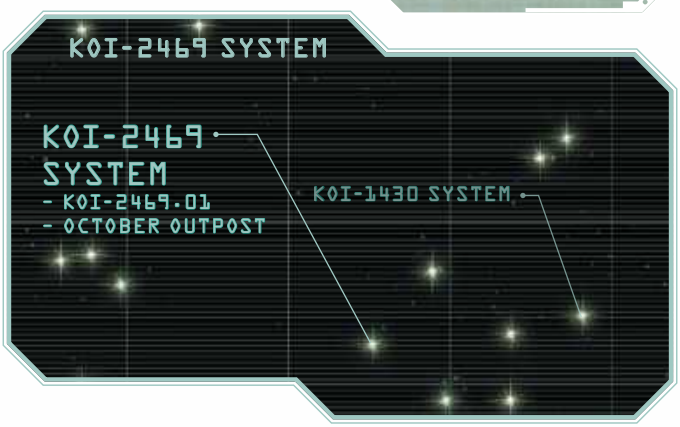


KOI-1739.01
JULY OUTPOST

Location	41.4 Coreward, 11.1 Spinward
Affiliation	Weyland Corp, 3WE
Classification	Terrestrial planet, terraformed 2066–2071
Climate	Breathable with vibrant bright skies and dusk-for-night.
Mean Temperature	41°C
Terrain	Rough, rocky planet
Colonies	July Outpost
Population in 2071—Reported/Actual	150,000/65,000
Key Resources	Magnetite, aluminum and hydrogen, manufacturing

KOI-2469 SYSTEM

When seen from orbit, KOI-2469.01 was noted for its southern seas' apparent autumn colors. An outpost was established here in 2069 as a resupply base for further extrasolar expeditions. When microorganisms were discovered to be the cause of the seas' strange pigmentation, the post was repurposed for scientific research. A form of alien algae, the organisms were found to have many practical applications ranging from terraforming to a viable food source. During the colonial food shortages of the latter half of the 21st century, October Outpost became a major food supplier, cultivating algae in floating farms and exporting foodstuffs to both the Outer Veil and the Far Spinward Colonies.



KOI-2469.01
OCTOBER OUTPOST

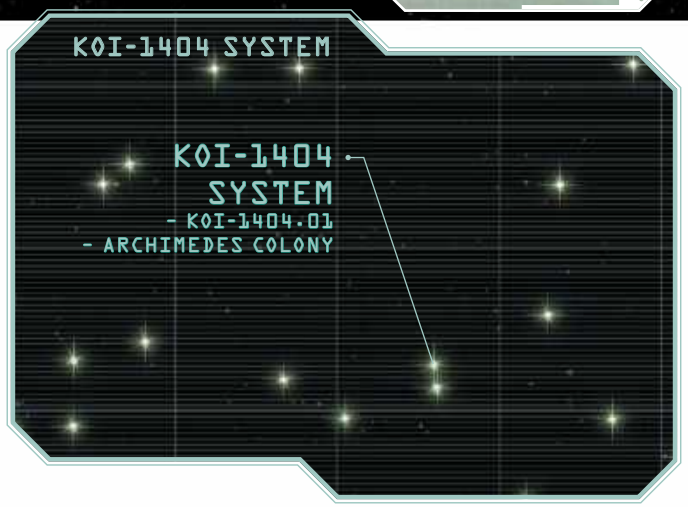
Location	38.2 Coreward, 6.5 Spinward
Affiliation	Weyland Corp, 3WE
Classification	Terrestrial planet
Climate	Breathable
Mean Temperature	24°C
Terrain	Northern hemisphere is stratified rock. Southern is dominated by vast algal biomass covered seas
Colonies	October Outpost
Population in 2071—Reported/Actual	230,000/100,000
Key Resources	Helium-3, gadolinium and praseodymium, aquaculture

KOI-1404 SYSTEM

During a probe flyby of the KOI-1404 system, the planetoid labeled Archimedes was found to be rich in lithium and chromite deposits—materials necessary for extrasolar vehicle construction. A surface-based spaceport and starship repair base was established here, making Archimedes a shipping hub between the Far Spinward Colonies and the Outer Veil.

KOI-1404.01 ARCHIMEDES

Location	38.3 Coreward, 9.6 Spinward
Affiliation	Weyland Corp, 3WE
Classification	Terrestrial planet, terra-formed 2063–2069
Climate	Thin but breathable
Mean Temperature	15°C
Terrain	Buttes and valleys
Colonies	Surface spaceport and colony
Population in 2071—Reported/Actual	20,000/20,000
Key Resources	Lithium and chromite

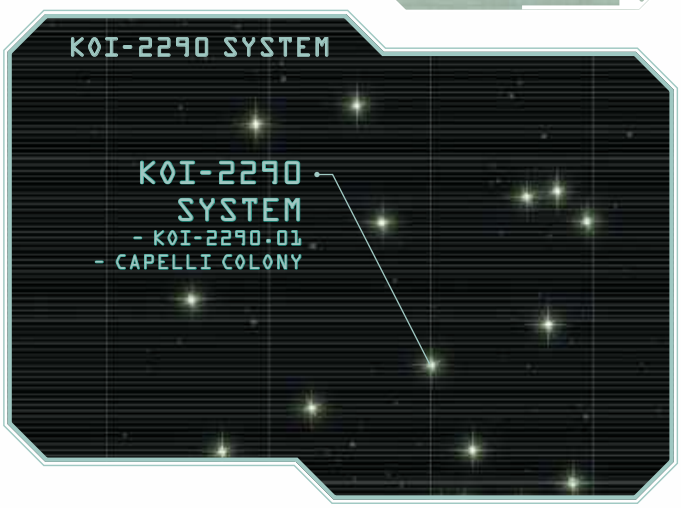


KOI-2290 SYSTEM

Colonized by engineers, technicians, and environmental specialists, the Capelli Colony in the KOI-2290 system was the first manufacturer of next generation atmosphere processors. When the planet was found to have an abundance of mineable metals and ores, the colony's population grew past the initial work crews to over a million souls. Because of fusion reactor safety protocols, atmospheric processor production was moved off world to July Outpost (previous page).

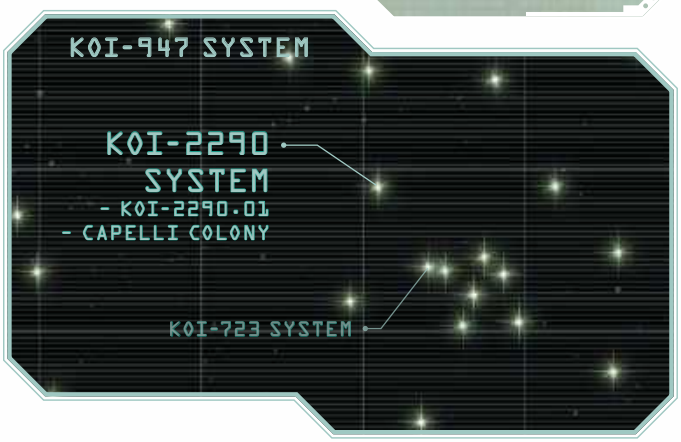
KOI-2290.01
CAPELLI COLONY

Location	37.7 Coreward, 4.0 Spinward
Affiliation	Weyland Corp, 3WE
Classification	Terrestrial planet, terra-formed 2057–2069
Climate	Temperate and breathable
Mean Temperature	20°C
Terrain	Sprawling urban landscape with multiple atmospheric processor "mountains"
Colonies	Capelli Colony
Population in 2071—Reported/Actual	1,600,000/225,000
Key Resources	Aluminum, titanium, hydrogen and palladium



KOI-947 SYSTEM

While the planets in this system had no flora of their own when colonists arrived a century ago, the soil on KOI-947.01 was found to be exceptionally fertile. With only a limited amount of terraforming, the colony cultivated a productive agricultural industry. Pelican Colony became a major food provider in the second half of the 21st century. When the Far Spinward Colonies were cut off, food prices in the Middle Heavens skyrocketed. If any FSC worlds continued to thrive after the 20-parsec limit was established, it's likely they would get their foodstuffs from Pelican.

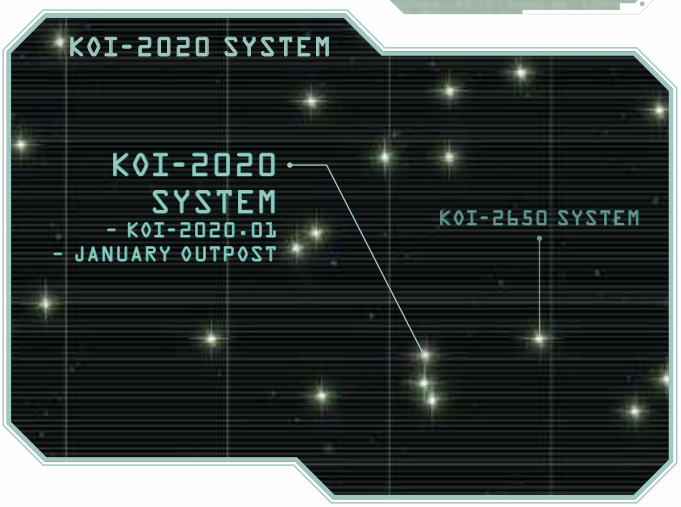


KOI-947.01
PELICAN COLONY

Location	34.9 Coreward, 7.1 Spinward
Affiliation	Weyland Corp, 3WE
Classification	Terrestrial planet, terraformed 2049–2056
Climate	Breathable with sunny yellow skies
Mean Temperature	24°C
Terrain	Fertile farmlands
Colonies	One central hub with radiating farms spread far out from each other
Population in 2071—Reported/Actual	6,500,000/1,000,000
Key Resources	Agriculture, oxygen, methane, and nickel

KOI-2020 SYSTEM

The primordial water world of KOI-2020.01 is a xenobiologist's dream. The seafloor is home to pockets of bacterial life essential to medical research. The colony's seabed operations are divided into industrial sectors for both mining and health. January Outpost itself sits on the ocean surface—a structure called a Marine Made Mobile Island (M3I). The M3I is the size of a Bison freighter and able to submerge to a depth of 2,000 meters. Most research on this world is conducted through the use of EVA Pods (page 70).

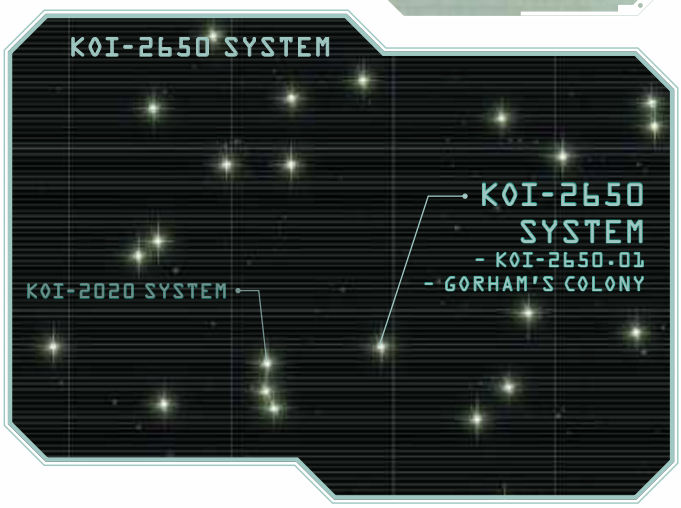


KOI-2020.01
JANUARY OUTPOST

Location	36.6 Coreward, 7.2 Spinward
Affiliation	Weyland Corp, 3WE
Classification	Terrestrial planet
Climate	Breathable, uncomfortably hot and steamy
Mean Temperature	48°C
Terrain	Deep soupy oceans with underwater geothermal vents
Colonies	One submersible outpost typically buoyed at the surface with five deep water colonies across the globe
Population in 2071—Reported/Actual	1,200,000/5,000
Key Resources	Water, helium-3 and hydrogen

KOI-2650 SYSTEM

Established in 2067 after nearly a decade of terraforming, this mining colony is named after industrialist and pioneer J.V. Gorham. The site of the deepest mining operations ever drilled, Gorham's mine shafts extend some 23 km deep. At its height, Gorham's Colony reached a population of one million colonists. By 2108, Gorham had plans to increase mining production by introducing a tunneling creature native to the Outer Rim world Tartarus—the Harvester. It is unclear if the shipment of Harvesters ever made it to the colony before the FSC were cut off from the Middle Heavens. ■



KOI-2650.01
GORHAM COLONY

Location	36.8 Coreward, 7.9 Spinward
Affiliation	Weyland Corp, 3WE
Classification	Terrestrial planet, terraformed 2058–2067
Climate	Highlands with a thin but breathable atmosphere. Increased heat and pressure within the kilometer-deep chasms
Mean Temperature	10°C
Terrain	Rocky shale, deep chasms and crumbling cliff faces and peninsulas
Colonies	Colony
Population in 2071—Reported/Actual	1,000,000/250,000
Key Resources	Cobaltite, chromite, and titanium

LOST AND NEARLY FORGOTTEN

The following planets are also located in the FSC sector, although a solar flare accident at a Weyland Corp data center wiped out most records on these colonies. Here's all we know:

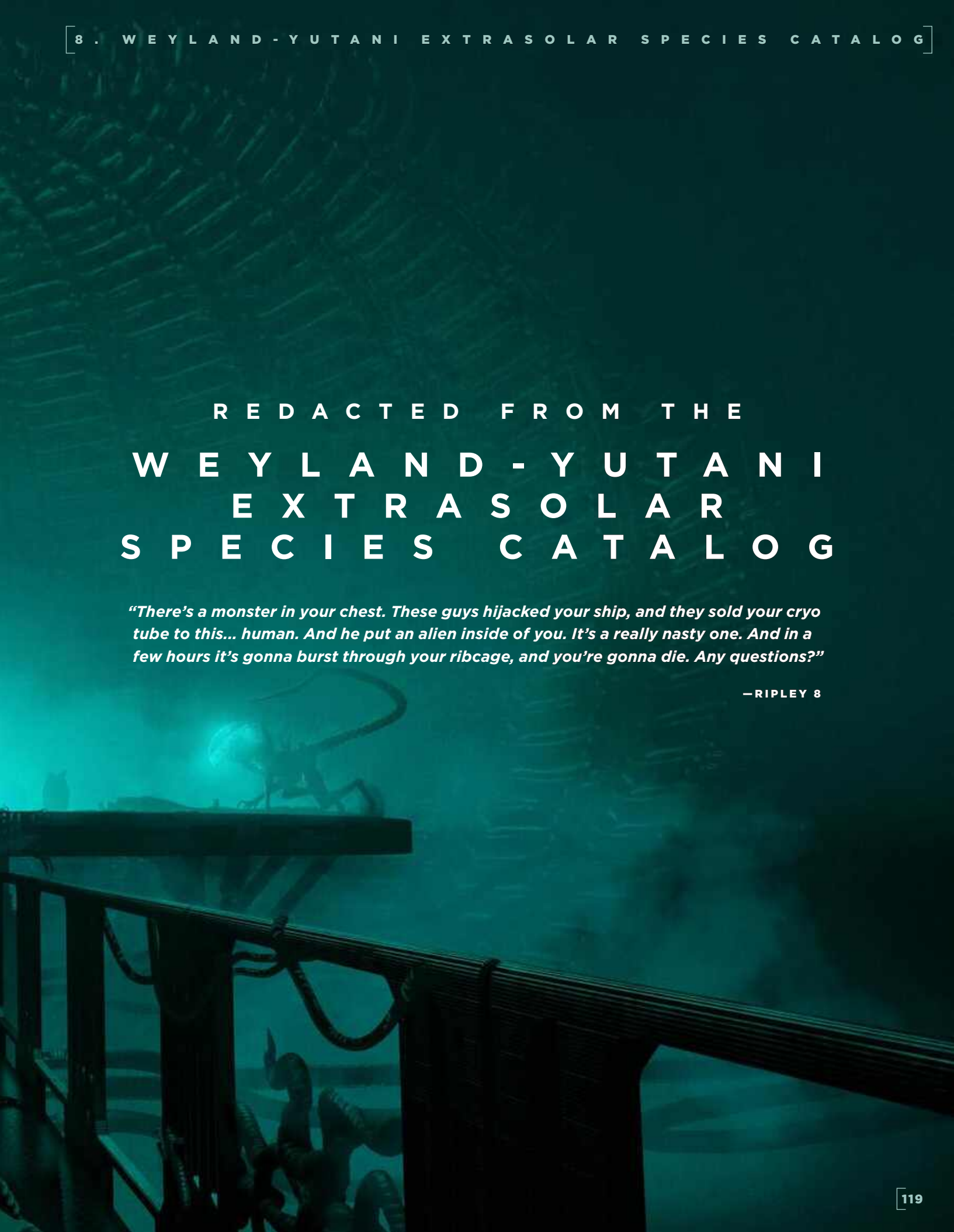
KOI-1361.01 BLUE JAY COLONY: This hot and arid world colony has more than half its water supply imported from nearby worlds. The colony's endless deserts support massive deposits of thulium, europium, neodymium and copper.

KOI-817.01 BRAHMS OUTPOST: One of the coldest terraformed planets as of 2071, with night-time temperatures down to below –67°C. Built on the precipice of an active volcano, the outpost soon spread to sweep down the entire side of the volcano. Key resources include cerium, lithium, aluminum and methane.

KOI-2418.01 CURZIC OUTPOST: This outpost grew into a major manufacturer of commercial fuel cells. The colony was also known for mining and refining lithium and helium-3.

KOI-1686.01 NIGHTINGALE COLONY: Assigned to the second Jacob-Tellis expedition, Theodore Nightingale was a geologist who was killed in an abseiling accident while exploring the super canyons of the first planet in the system. When the mining colony was founded, it was named after him. Resources include helium-3, wolframite, and gadolinium.

KOI-323.08 PLATTE OUTPOST: A world of steam vents and hot springs, this scientific outpost is home to aerobic microfauna of small plant-like organisms. Nearly fifty researchers called this smallish world home.



REDACTED FROM THE

WEYLAND-YUTANI EXTRASOLAR SPECIES CATALOG

"There's a monster in your chest. These guys hijacked your ship, and they sold your cryo tube to this... human. And he put an alien inside of you. It's a really nasty one. And in a few hours it's gonna burst through your ribcage, and you're gonna die. Any questions?"

—RIPLEY 8

The company's species guide is well known on the Frontier—although most of the creatures recorded here aren't included in the public catalog. Abominations are mutated versions of other extrasolar fauna, so they have no official specification.

Weyland-Yutani's XX designation is applied to redacted creatures that the company considers both deadly and exploitable. Creatures perfect for their bio weapons division. Creatures like the xenomorphic and protomorphic species.

ABOMINATIONS

Somewhat different from the Anathemas who are the victims of the Border Bombers, Abominations are humans, animals, and sometimes even androids who have been genetically accelerated by different variants of the Chemical A0-3959X.91-15. Composed of countless micro-fauna, this dangerously virulent mutagenic pathogen was cultivated by the mysterious and ancient Engineers to create life and destroy it. Abominations are the unfortunate victims left in the black pathogen's wake.

XENOCOBRA "HAMMERPEDE"

The Xenocobra or Hammerpede is a mutation that occurs when worms are infected by the black pathogen. Pale with translucent gray-white skin, the Hammerpede's coloration can be likened to that of the Neomorph. The *Prometheus* mission recorded specimens with a length of 1.2 meters, but some scientists claim the creature's biology suggests they can reach lengths of up to 10 meters. The smooth serpent-bodied creature has a head that resembles a knob or clenched fist—until, of course, it is threatened. The Hammerpede then unfolds its hood to expose its mouth.

CONTAINMENT AND TERMINATION PROTOCOL: These creatures have acid for blood and can regenerate their severed parts the Round after they are lost. They also like to force themselves down your

A NOTE FROM MU/TH/UR: The statistics below are for a 1-2-meter Hammerpede. For each meter longer, increase its Health rating by 1 while reducing its Mobility the same. ■

"HAMMERPEDE"

SPEED: 2

HEALTH: 2

SKILLS: Mobility 8, Observation 4

ARMOR RATING: 1 (0 against fire)

ACID SPLASH: 6

SPONTANEOUS REGENERATION: A wounded Hammerpede will regenerate one point of Health per Round until crushed or killed with fire.

HAMMERPEDE ATTACKS

D6	ATTACK
1	**BOLT:** The Hammerpede slithers off with incredible speed, reaching two zones away within a single Round. Everyone present gains +1 STRESS LEVEL.
2	**MESMERIZING DANCE:** The Hammerpede raises its head, swaying back and forth to captivate its victim. The victim must make a Wits roll (the attribute only, no skill) to resist. If the roll fails, the victim loses their next fast and slow action.
3	**INTIMIDATE:** The Hammerpede unfurls its hoods, displaying its mouth with a hiss. All present gain +1 STRESS LEVEL.
4	**GRASP:** The Hammerpede latches onto the victim with a vice-like grip, attempting to pull them to it. The attack is made with ten Base Dice. If successful, the victim is considered grappled. If they cannot break free on the next Round, the Hammerpede will automatically make a Squeeze and Snap attack (below).
5	**SQUEEZE AND SNAP:** Using ten Base Dice, the Hammerpede wraps itself around one of its victims' extremities (arm or leg) and squeezes. Victim must make an immediate Panic Roll. If any damage is done, the victim immediately suffers critical injury #36 or #41 respectively, as the Hammerpede snaps the limb in half. Whatever protective suit the victim is wearing is ripped, exposing them to the elements and giving the Hammerpede a way in.
6	**PUNCH AND DEEP THROAT:** The coiled up Hammerpede strikes with its balled-up head, punching the victim repeatedly. The attack is with six Base Dice, Damage 1. If any damage is done, the Hammerpede will immediately attempt to ram itself down the victim's throat. The attack uses six Base Dice. If any damage is done, the Hammerpede lodges itself in the victim's esophagus and begins to suffocate them. The victim must make an immediate Panic Roll and suffers the effects of drowning (page 110 in the core rulebook) until the victim, or their friends can make an opposed strength roll against six Base Dice to pull the Hammerpede out of the victim's throat.

throat, suffocate you and rearrange your internal organs to create a personal corpse-den for themselves. Cute little bastards. The best way to kill them, as always, is with fire.

PATHOGEN POPPER "XENOIXODIDA"

Typically attacking in swarms of four up to several dozen, Xenoixodida are biologically compelled to swarm their victims and pounce, digging at them with their hooked legs.

PHYSICAL ATTRIBUTES: Four-legged bloated albino monstrosities, possibly mutated from common rats and other small mammals, Xenoixodida are 30-centimeter-long tick-like creatures. When ripe, their glands swell fat with necrotic fluid. Any damage done to a ripe Xenoixodida will cause its glands to explode in a burst of acid and other toxins. While this act kills the creature, it also has a tendency to kill its opponent as well.

CONTAINMENT AND TERMINATION PROTOCOL: If you've got a weapon, hit 'em from a distance. If not, go and lock yourself in an airlock. The more space between you and these crabby bastards, the less likely you'll burn in a spray of acid.

XENOIXODIDA

SPEED: 2

HEALTH: 1

SKILLS: Mobility 6, Observation 8

ARMOR RATING: 0

ACID SPLASH: 6

PATHOGEN POPPER ATTACKS

D6	ATTACK
1–2	**CHITTER AND RUSH:** Choosing its target, the Xenoixodida chitters to its brethren and rushes its victim. Everyone in the zone must make an immediate Panic Roll. The victim must make a **MOBILITY** roll. If it fails, the Xenoixodida leaps upon them, knocking the victim prone. Unless the creature is removed, it will automatically perform a Pop attack (below) on their next initiative.
3–4	**SWARM:** The Xenoixodidas attack as one, crawling all over all victims within a zone. It is almost impossible to breathe. Everyone inside the Swarm area must make a **STAMINA** roll. Failure means the victim cannot act during the next Round, and the Xenoixodida will perform a Pounce and Jab attack (below) against the victim as its next action.
5	**POUNCE AND JAB:** With its two forelegs raised, the creature leaps at the victim, driving them through their flesh like bony-hooks. The attack is with five Base Dice, Damage 2.
6	**POP:** Over-excited, the Xenoixodida, well, pops. The attack is rolled with five Base Dice. If successful, treat as an Acid Splash 6 to anyone in the immediate vicinity.

PATHOGEN STALKER "VENATOR"

A dog-sized predator replete with active camouflage, the Venator Abomination is mutated from livestock exposed to the black pathogen.

PHYSICAL ATTRIBUTES: The six-limbed creature walks on its first four legs—the front pair of which being more akin to a humanoid's arms. The third set of limbs are massive arms that each have a single giant sickle like claw on its end. The creature's starfish-like mouth has three thick tongues within. It senses its environment by taste using the tongues as feelers. The Venator's pale translucent skin has a layer of guanine crystals and special pigments that can alter wavelengths of photons hitting it, creating an effective camouflage.

CONTAINMENT AND TERMINATION PROTOCOL: Listen for the clattering of nails on rock, look for kicked-up dust, and be aware of ambient temperature changes. You might not be able to see these abominations, but you'll know one of them is out there, lurking.

VENATOR

SPEED: 2

HEALTH: 8

SKILLS: Mobility 8, Observation 4

ARMOR RATING: 4 (2 against fire)

ACID SPLASH: 4

VENATOR ATTACKS

D6	ATTACK
1	**SNARL:** The Venator utters a low guttural snarl, announcing its intentions to strike. Everyone present must make an immediate Panic Roll.
2	**STALK:** With its active camouflage in play, the Venator enters stealth mode, stalking its victim, looking for a vulnerability to exploit. Everyone who sees it fade into the background gains +1 **STRESS LEVEL**.
3	**LUNGE:** The Venator leaps at the victim. Roll for the attack using six Base Dice, Damage 1. If the attack is successful, the victim is thrown to the ground and must make an immediate Panic Roll, and the Venator immediately performs an extra attack with eight Base Dice, Damage 2 (does not count as an action). The extra attack cannot be blocked.
4	**RECOIL:** The Venator doesn't like the odds and decides to regroup. The creature activates its camouflage and fades away, retreating to a safe distance to stalk the victim from afar.
5	**SLICING ARMS:** The Venator strikes its victim with its sickle-armed limbs, triggering an immediate Panic Roll. Roll for the attack with ten Base Dice, Damage 1. If the attack causes damage, the victim automatically suffers critical injury #25 or #46.
6	**MAUL:** The Venator pounces on its victim using eight Base Dice to attack. If successful, the victim is considered grappled as the Venator's hooked claws and spike-toothed maw shreds and tears at the victim's face and torso. Roll the attack with eight Base Dice. If any damage is done, roll for the following critical injuries. 1–2: #21, 3–4: #45, 5–6: #61.

HUMANOID ABOMINATION, SPINWARD VARIANT

A monstrous mutation of both humans and androids brought about by exposure to certain strains of the black pathogen, Humanoid Abominations go through several stages of gestation. While many become disintegrating monsters, some survive these transformations, eventually becoming Perfected (page 126). For alternative variations of the sickness, see the cinematic scenarios *Chariot of the Gods* and *Heart of Darkness*.

STAGE I: PATHOGEN CARRIER "THE TAINTED"

Changes begin with the onset of rapid surface mottling in the infected victim's extremities and move inward towards the core body. Eventually the victim's cranium begins to soften and elongate as their higher functions are rewired. By the end of this stage, the process becomes excruciating, and the victim lashes out. As acidosis takes effect, the victim's pH levels shift significantly.

INFECTION: Exposure to the black pathogen is treated as a disease with Virulence 6. If the Sickness Roll fails, the patient enters Stage I. If the roll succeeds, the patient is clear until exposed again.
Within one Shift, the victim starts to exhibit the first symptoms. For humans, this causes their **STRESS LEVEL** to increase by one. Androids will simply be confused. Within another Shift, the patient typically advances to Stage II.

STAGE II: PATHOGEN DEVIANT "MUTATE"

Painful cellular mutations ravage the Abomination's body, causing them to take on an aggressive posture. The victim's limbs distend and become pliable, allowing them to contort into strange positions. The brain and skull continue to elongate, and the victim takes on a feral appearance and attitude. Strength, speed, and agility are all heightened. Only a rudimentary knowledge of their former self remains, but they are still aware enough to use basic tools and weapons.

EFFECTS: The victim gains Speed 2, i.e., it gets to act twice per Round. **STRENGTH** increases by 3 (and Health along with it). **AGILITY** is increased by 1, while **EMPATHY** is reduced to 1. **EMPATHY**-based skills cannot be used. Firearms and other technological items cannot be used. The victim becomes immune to **MANIPULATION**.

The victim becomes aggressive and attacks others on sight. An infected PC can play out one such attack, then the victim turns into an NPC controlled by the GM.

STAGE III: PATHOGEN HUSK "REVENANT"

TRAITS: Instinctual Aggression, Advanced Dementia

The subject's body is in an advanced state of DNA recoding. A translucent gelatinous cowl has grown over most of their head, revealing a sunken hideous caricature of their former visage beneath. As the structure of the subject's original features dissolves into the acidic gelatin, their skull becomes more pronounced. Eventually, any semblance of human origin recedes and remains barely visible within the cowl. The subject's feet each splay into three thick toes, their arms elongate like a primate's, and they sprint using their knuckles to propel themselves.

RULES: As with Stage II, Strength increases by 2 more (and Health along with it). Agility is increased by 1 more. Wits is reduced to 1. No skills based on Wits except **OBSERVATION** can be used. Immune to **MANIPULATION** and panic. The cowl gives a natural Armor Rating of 3. The subject is now handled as a full Xenomorph and gets its own table for signature attacks (see page 125). Within four Shifts, the subject advances to Stage IV.

REVENANT

SPEED: 2
HEALTH: 7
SKILLS: Stealth 5, Mobility 5, Observation 3
ARMOR RATING: 3 (none against fire)

STAGE IV: PATHOGEN AGLAECA "BELUGA-HEAD"

TRAITS: Complete Cellular Metamorphosis

The subject's gelatinous cowl grows opaque and solidifies as their eyes grow dark and shift to the sides of their bulbous head. Their skin turns a translucent mottled gray and their features grow similar in appearance to a Xenomorph XX121, albeit with a much shorter head, prominent eyes and elongated arms. The subject moves about on all fours like an ape and no longer maintains any human characteristics. While not as powerful or intelligent as Xenomorph XX121, the Beluga-Head is a force to be reckoned with.

RULES: As with Stage III, Strength increases by 2 more (and Health along with it). The cowl gives a natural Armor Rating of 6.

BELUGA-HEAD

SPEED: 2
HEALTH: 9
SKILLS: Stealth 5, Mobility 5, Observation 3
ARMOR RATING: 6 (3 against fire)

ABOMINATION ATTACKS (STAGE III AND IV)

D6	ATTACK
1	**HORRIBLE ROAR.** The Abomination screams in agony and pain. All humans in NEAR range must make an immediate Panic Roll.
2	**FIST STRIKE.** The Abomination strikes its victim with a powerful punch. Roll for the attack with ten Base Dice, Damage 1.
3	**THROW.** The Abomination grabs the victim and tries to throw it into the nearest hard surface. Roll for the attack using nine Base Dice, Damage 1. If the attack hits, the victim lands prone at **SHORT** range from the Abomination and must make an immediate Panic Roll.
4	**POUNCE.** The Abomination leaps onto its victim like a big monkey. Roll for the attack using eight Base Dice, Damage 1. If the attack hits, the victim is thrown to the ground and must make an immediate Panic Roll, and the Abomination starts pounding the victim with its powerful fists. This is resolved as an immediate bonus attack with twelve Base Dice, Damage 2.
5	**ARM PULL.** The Abomination grabs the victim's arm and tries to pull it clean off with its bare hands. Roll for the attack using six Base Dice, Damage 1. If the attack causes damage, it automatically triggers critical injury #55 (even if the victim is not Broken), triggering an immediate Panic Roll.
6	**HEAD CRUSH.** The Abomination grabs the victim's head and tries to crush it with its bare hands. Roll for the attack using seven Base Dice, Damage 1. If the attack causes damage, it automatically triggers critical injury #64 (even if the victim is not Broken), killing the victim outright.

STAGE V: PATHOGEN LAZAR "SHAMBLER"

TRAITS: Advanced Dementia, Dermal Maceration, Acute Scoliosis

After days to weeks at Stage IV, some Abominations will either cocoon themselves to be reborn as the Perfected (page 126). Most, however, suffer a cellular breakdown and malignant transformation into a Shambler.

Cataracts cloud the patient's now milky bulbous eyes as its stretched mouth becomes a horrid hole of incisors. The creature leans backwards on its haunches as its torso twists around so its head and chest face backwards. As its spine and ribcage contort, the thing's skin and muscles bloat with black goo, increasing its girth. Its neck thickens and distends, giving the Shambler a length of a good three meters.

The beast's darkening flesh becomes soggy and loose, sloughing around with every move, revealing a blackened meso-skeletal structure beneath it. Black goo oozes from every orifice. The transmogrified Abomination shambles awkwardly on its forearms, its backwards knee-bent legs scuttling along after it. Direct physical contact with a Shambler without a Hazmat or Compression suit triggers a Sickness Roll against Virulence 8 to avoid infection.

RULES: Capable of accelerated regeneration, this repugnant sack of disease cannot be killed by anything but fire. If its Health is reduced to zero, it will regenerate at a rate of one Health per Turn. If attacked by fire, the creature will make its escape and stalk from a distance.

SHAMBLER

SPEED: 1

HEALTH: 10

SKILLS: Mobility 4, Observation 2

BLACK GOO SPLATTER: 6. When a Shambler is wounded, some of the black goo swelling in its bloated flesh may splatter on its attacker and anyone within **ENGAGED** range. Treat this as an Acid Splash, but if hit no damage is done. Instead, the victim must make a Sickness Roll vs. Virulence 6 or become infected.

SHAMBLER ATTACKS

D6	ATTACK
1	**GOO GURGLE:** The Shambler throws its head back and gargles frothing black goo in its throat. The horrid bleating sounds like a drowning goat. All PCs within **SHORT** range gain +1 STRESS.
2	**SHAMBLE:** The Shambler slowly shuffles forward, taking its time as it savors its victim's fear. If possible, the Shambler will corner the victim and stare them down. The victim must make an immediate Panic Roll.
3	**CHOMP:** The Shambler's snapping jaws try to take a chunk out of its victim. Roll for the attack using seven Base Dice, Damage 1. If the attack causes damage, it automatically triggers critical injury #34 (even if the victim is not Broken), triggering an immediate Panic Roll.
4	**BLACK GOOGIE:** The Shambler rears its head back and lunges forward, hurling a lump of black goo at the victim's eyes. The attack is made with eight Base Dice. A hit means the victim suffers the effects of critical injury #15 and must make a Sickness Roll against Virulence 6. Failure means they become a Stage I Abomination.
5	**GRAB AND REND:** The Shambler attempts to grab hold of the victim, pinning them. Roll for the attack using six Base Dice, Damage 1. A successful hit means the victim is grappled. The Shambler has latched onto their arm or leg (GM's discretion) and lifted them off the ground, triggering an immediate Panic Roll. If any damage is done, the Shambler crushes the secured limb, causing critical injury #36 or #41 accordingly. The creature holds on to its victim until the next Round, where it rolls to grab one of the victim's other limbs as well. If successful, the Shambler tries to rend them apart like a wishbone. Roll for the attack using eight Base Dice, Damage 1. If the attack causes damage, it automatically inflicts either critical injury #54 or #55 and the victim is considered Broken.
6	**DISTENDED JAWS:** The Shambler raises itself high on its high legs, unhinges its jaw and comes down hard on the victim in an attempt to swallow them. The attack is made with ten Base Dice, Damage 1. A successful hit means the victim's head and shoulders are engulfed in the Shambler's throat. Everyone present must make a Panic Roll. The next Round the Shambler automatically inflicts another point of damage and gets the victim in up to their waist. At this point, the victim cannot free themselves and must be saved by another. They can, however, still make **CLOSE COMBAT** attacks at –3 for all rolls. If not freed by the third Round, the victim is completely swallowed. While swallowing a victim, the Shambler will take no other actions. Anyone attacked in this manner must make a Sickness roll vs Virulence 6 for every Round they are inside the creature's mouth. Failure means they become a Stage I Abomination.

FULFREMMEN (THE PERFECTED)

In search of perfection, the Engineers inadvertently unleashed the Perfected and their Protomorphs on the galaxy millennia ago. Faced with the protomorphic outbreak overwhelming vast regions of their space, the Engineers began annihilating entire Proto-Hive-worlds. They also began wiping out their own colonies and creations to prevent the Perfected from transforming them. The Perfected and the Engineers nearly wiped each other out—the few remaining specimens of Homo Genitor retreating to deep space and the Perfected hibernating to await the coming of new life for them to transform.

Many millennia later, human colonists in the Far Spinward Colonies disturbed dormant Proto-Hive worlds and awakened the Perfected from their long slumber. After the Perfected consumed those colonies, they returned to their dark slumber—until a colonial expedition exploring the region recently disturbed them anew. Resurrected once more, the Perfected seek to transmute humankind and the beings who engineered them. ■

SHADES OF BLACK AND FUTURES LOST

A genetic accelerant created by the Engineers, chemical agent A0-3959X.91-15 is a black, tar-like substance with both destructive and life-generating capabilities. While it exists in a viscous liquid form, it atomizes when released in the atmosphere, killing or altering all living things unlucky enough to be within range. While the full extent of its mutagenic potential is unknown, Agent A0-3959X.91-15 and its derivative strains are best described as transformative pathogens. Any living thing that comes into direct contact with the black goo will either die horribly, give birth to monsters, or become a monster themselves.

Different strains of the Engineers' black pathogen were developed to create variations on genetic acceleration. Stored at different planetary facilities, many were used to bioengineer entire worlds and species. Others were weaponized, transforming the Engineers and their genetic offshoots into abominations, anathemas, neomorphic, protomorphic, and xenomorphic mutations, as well as other abhorrent creatures—including the Engineers' worst enemy—the Perfected.

The original unmutated *26 Draconis* Strain that created the Perfected is lost—all remnants of it destroyed by the Engineers in this region of space millennia ago. Developed in the Middle Heavens at the Engineer facility on the now destroyed planet LV-1113, this strain is needed for the Perfected to evolve to their next state of being. What that new form will be is unknown, but it is terrifying to even contemplate.

A NOTE FROM MU/TH/UR: The fate of the only known remaining ampules of the 26 Draconis Strain is covered in the Colonial Marines Operations Manual and the Chariot of the Gods, Destroyer of Worlds, and Heart of Darkness Cinematic Scenarios—but that doesn't mean there aren't more out there. It's rumored that some ampules of 26 Draconis were even stored in one of the Engineer pyramids on LV-223. Until they rediscover the original formula, the Perfected will blanket the stars, transforming human and android alike into more of their kind as they go system-to-system in search of the strain. ■

"THE PERFECTED"

SPEED: 3

HEALTH: 12

SKILLS: Mobility: 9, Observation 12

ARMOR RATING: 12 (5 against fire)

FLUIDITY OF MOTION: The Fulfremmen move with a measured grace and can leap twice the distance of a human being without any ill side effects.

COMMUNICATING: The Perfected are curious about human activity and will often simply observe them unnervingly. They communicate psionically, causing shrill vibrations to resonate within one's skull and delivering their message through images of grotesque and morbid beauty. The jarring communication is experienced by every mind present, applying +1 STRESS LEVEL to anyone within the same zone.

A CRISIS OF FAITH

The Perfected and the Engineers both revere the same alien form—a cosmic horror that infests entire populations and births sleek ebony harbingers of death—the Destroying Angels.

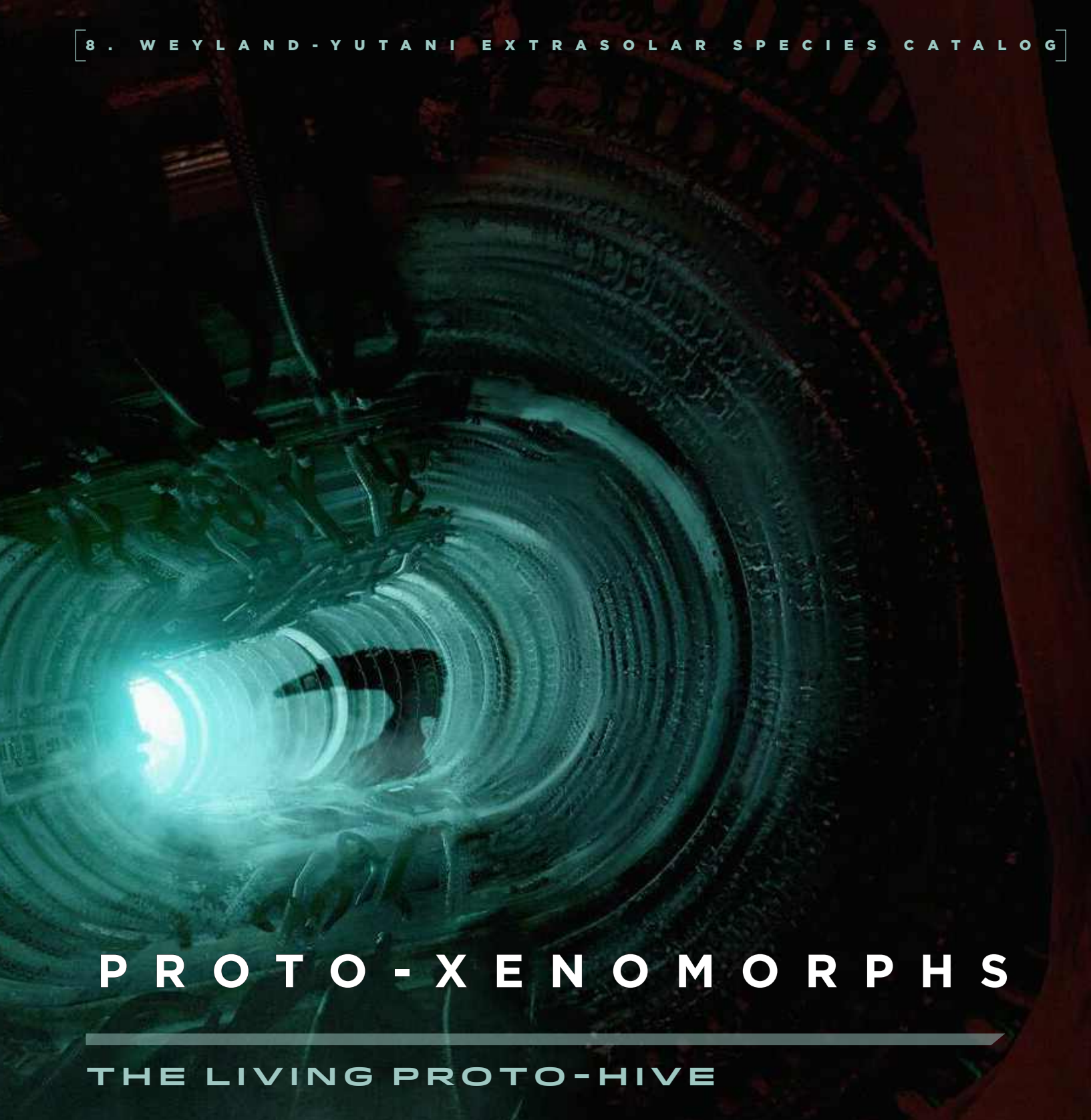
Stone tablets found in archaeological ruins on remote worlds suggest the Engineers were masterful genetic manipulators who spanned the stars, creating life in their own image. If the translations are correct, these beings sought to achieve perfection by recreating this Destroying Angel and then holding dominion over it. The text suggests the Engineers created the Perfected in their quest to perfect their own Destroying Angels. Infecting their masters and transforming them into a new form of life, the Perfected themselves believe they must transform the universe for the coming of the Destroying Angels.

Some scholars argue the translation speaks only of a particular sect of Engineers, while others conclude that there is not enough surviving text present to make an accurate translation of any kind. One thing is certain—the Perfected and Engineers' differing ideologies over this Destroying Angel brought them into conflict with each other.

These Destroying Angels are evident in the Engineer's objet d'art—a cruciform being with an elongated curved head dominates their sculptures. Whether this form is Xenomorph XX121 or a similar progenitor to it is unclear—but what is known is that the Engineers destroyed themselves in their dark genetic attempts to re-create what they saw as the perfect organism.

"THE PERFECTED" ATTACKS

D6	ATTACK
1	**MESMERIZE:** The Perfected stares down its victim in **SHORT** range with its pitch-black eyes. The victim must make a Wits roll (the attribute only, no skill) or be lost in the depths of those soulless voids, entranced and immobilized. If the roll fails, the victim loses their next fast and slow action. In addition, **STRESS LEVEL** increases by +1 for the victim and all friendly PCs in **SHORT** range. If uninterrupted, the Perfected will attempt a Fatal Kiss attack (below) in the following Round.
2	**TURN:** The Perfected locks eyes with the nearest victim. Through a combination of mental prowess and pheromones, it can hypnotize a single victim into attacking their own kind. The victim must succeed at a straight Empathy test (no skill) or be compelled to defend the Fulfremmen who hypnotized them. The hypnotism lasts until the victim succeeds at an Empathy test, made at the start of each Round, or suffers damage, which breaks the link.
3	**PSIONIC BLAST:** This mental surge reverberates through the victim's skull, automatically causing critical injury #16 and ears, eyes and nose to bleed. The attack is made with ten Base Dice, Damage 2.
4	**SLASH AND GRAB:** Using six Base Dice, Damage 1, the Perfected attempts to rake its nails across its victim's torso. Unless the victim is able to contain the bleeding, the Perfected will be able to track the victim by the scent of their blood.
5	**PSIONIC SUMMONING:** A psionic whistling rings in the ears of everyone present, calling two Deacons to the Perfected's defense. They reach the zone the following Round, then draw initiative and can act.
6	**FATAL KISS:** Make an opposed roll with ten Base Dice against the target's **CLOSE COMBAT** skill (does not count as an action for the victim). ▸ If the Perfected is successful, it embraces the victim, leaning in for a kiss. Immediately roll for another attack with ten Base Dice (does not count as an action). One or more successes means the Perfected locks lips with the victim, lashing its barbed tongue into their mouth. The victim is immediately Broken by this and automatically suffers critical injury #46. ▸ If the victim wins, they fend off the kiss, but must still make an immediate Panic Roll.



PROTO-XENOMORPHS

THE LIVING PROTO-HIVE

Some strains of the black goo biogenetic accelerant can fuse with mechanical forms. Invading power systems, they leech energy to alter the machine's molecular structure to accept a self-replicating parasitic growth of proto-plasmamorphic life within it. The infected machinery is altered as the lifeforms take root, growing acidic tendrils and secreting resin that begins to form on the machine's surface. This melding of biology and technology produces the Living Proto-Hive.

PROTO-HIVE SPECIAL ABILITIES

The special abilities described here are common to the Living Proto-Hive.

RADIATION: Most forms of radiation will nourish the Proto-Hive rather than harm it. Any section of Hive bombarded with Strong radiation will regenerate 1 point of Health per Round for up to 10 Rads without ill effects—i.e. the first 10 points suffered are ignored from any radiation rolls. After that, the overload of radiation takes its toll and damage is suffered as per normal radiation effects (page 76 of the starter set or page 110 of the core rulebook).

NO HEAT SIGNATURE: Using infrared and thermographic sensors to locate someone or something within the Living Proto-Hive is impossible—the entire structure radiates a mask of thermal energy.

ACID SPLASH: When a tendril, membrane, wall, vein, or artery of the Proto-Hive is damaged some of its acid blood may splash on its attacker and anyone within **ENGAGED** range. Only damage that draws blood causes an acid splash—hence a fire attack does not have this effect.

The strength of an acid splash is the Acid Splash rating of the Hive segment plus the amount of damage that the segment took from the attack, in Base Dice, with Damage 1. Armor reduces the damage, but for each rolled, its Armor Rating is reduced by one, as the acid eats through it. The acid blood will also affect the environment, and may splash nearby ammo and grenades, or burn through floors, wiring, a ship's hull, and so on (at GM's discretion).

The acid blood continues to burn after the initial splash. A victim who suffers damage from the initial splash suffers another attack each Round, at the start of the Round, just like for fire damage (see page 108 of the core rulebook). However, the number of Base Dice rolled for the attack is halved (rounding fractions down) at the start of each new Round, as the acid is slowly used up. If at any point an acid attack roll fails to inflict any damage the acid has burned itself out and the acid effect is over.

If a victim is Broken by the acid splash, or suffers further acid splash damage when already Broken, they must make a Death Roll every Round until they either die or are saved by a **MEDICAL AID** roll.

IRRITATING SPORES: These spore polyps grow around sensitive areas of the Living Proto-Hive and act as an early warning system for the Fulfremmen. Anyone within **ENGAGED** range of the polyps must make a **MOBILITY** roll each Round to not disturb it. Failure means the polyps burst, spreading their spores. They can cause a nasty rash and irritation (+1 **STRESS LEVEL**), but no real damage. The spores can be washed off (and the Stress modifier removed with it)—or the effects can be negated by an antiallergic from any medkit.

"PROTO-HIVE"

SPEED: 1

HEALTH: 24 per zone

SKILLS: None

ARMOR RATING: 8 (4 against fire damage)

ACID SPLASH: 8

CONTAINMENT AND TERMINATION PROTOCOL: Find the biggest, nastiest biomechanical glob of gunk around—that will be the infection source. Kill it. Cut out the god damn thing's heart.

LIVING PROTO-HIVE NODES

Nodes are resilient—they don't die easy. These man-sized fleshy organic pods have tendrils at their bases, covertly weaving their fast growing vines through the flooring and into the machines to modify them into a Living Proto-Hive.

NODES

SPEED: 0	ARMOR RATING: 6 (3 against fire damage)
HEALTH: 4	ACID SPLASH: 6
SKILLS: None	

PROTOMORPH XX033

Similar to other *Plagiarus* lifeforms, the Protomorph is a parasitic organism that gestates within a living host. A Protomorph's blood is only mildly caustic, but not acidic enough to cause damage.

Protomorphs are genetically linked to the Fulfremmen (page 126) and will always respond to their empathic commands. Their life cycle goes through at least five known stages of evolution, the details of which are covered on the following pages.

A NOTE FROM MU/TH/UR: Gestation periods typically take one Shift each. As with all endoparasitic alien lifeforms, the Protomorph's incubation cycle per stage is variable and dependent on the metabolism of the host organism. ■

PROTOMORPH SPECIAL ABILITIES

SPRINT: All Protomorph varieties except Stage I can, as a slow action, sprint as if having used two run actions—i.e., through two zones or from an adjacent zone directly into the **ENGAGED** range of a target.

RESISTANCE TO VACUUM: A Protomorph can act indefinitely in the vacuum of space without suffering any ill effects.

IMMUNE TO THE COLD: Cold temperatures seem to have no effect on a Protomorph.

RADIATION: The Protomorph has proven extremely resistant to all forms of radiation. They can suffer 10 Rads before feeling any ill effects—the first 10 points suffered are ignored from any radiation rolls.

NO RESPIRATION: A Protomorph does not breathe in any way that human science understands.

STAGE I: UTERO-PODS "WOMB-BATS"

Once the Living Proto-Hive has a significant foothold on a mechanical structure like a ship, station, or building complex, it will seek to fuse with biological entities. The Proto-Hive will sabotage life support systems to incapacitate and secure victims. It then suspends them from the ceiling, grows webbing over them and injects them with genetic material from *Heptopus tabellarium* (page 133). This material consumes the cocooned hosts alive in a centralized chamber, metamorphosing them into translucent, Proto-Ovomorphic Utero-Pods. Within one Shift, these pods burst, spilling amniotic fluid and their contents to the floor as they give birth to Stage II Protomorphs (page 132).

"WOMB-BATS"

SPEED: 0
HEALTH: 2
SKILLS: None
ARMOR RATING: 1 (0 against fire)

UTERO-POD SPECIAL ABILITIES: If a victim comes within **ENGAGED** range of a Utero-Pod, the host must make a **MOBILITY** roll each Round (no action) to not disturb it. If they fail, the pod will burst and release a Squid-Baby. A Utero-Pod can release its young even at **SHORT** range—roll a Stress Die each Round. On a , the Squid-Baby is born.

ALTERNATE STAGE I: XYGOTE (EMBRYONIC) "EYE-WORM"

If no Utero-Pods are available, the Protomorph will still find a way. The Xygote form of *Heptopus tabellarium* is a mutated single-celled organism that can incubate within a living organism's bodily fluids. The parasitic Xygote can be transferred through tears, saliva, or blood. Once the Xygote implants itself in the abdominal cavity of its host—be they male or female—it will begin to develop an embryo. The creature will grow into a fetus at an alarming rate, sapping strength as it draws upon the host's body mass to develop. It reaches Stage II within one Shift—bursting from the victim and killing them. In the final hour, the host will experience severe cramps and witness variable abdominal swelling.

STAGE II: NAIAD (INFANT) "SQUID-BABY"

This little bundle of joy is every mother's nightmare. Although the Naiad's scientific nomenclature is *Heptopus tabellarium—seven-armed carrier*—that name refers to the lifeform's adult form. This pallid creature gestates either within the Proto-Hive's Utero-Pods or within the abdomen of a living host (in which case, the violent abdominal birth kills the host).

A Naiad is born resembling an aggressive if not particularly effective eyeless squid with only four grasping arms—but it's fast and has a vice grip. The creature will look for a place to hide until its tentacles split and it metamorphoses to Stage III.

CONTAINMENT AND TERMINATION PROTOCOL: "Congratulations—it's a bouncing baby squid!" (cocks shotgun). If you're the host, you've only got one Shift to get this thing out of you. Best try to off the fucker right after birth. Medical sterilization protocols will stun but not kill it. If you really want to sterilize the goddamn thing, go for a good old incinerator unit instead.

LAUNCHING UNGULATION: As a slow action, the Squid-Baby can launch itself up to one zone as if using a run or retreat action (not crawling).

"SQUID-BABY"

SPEED: 3
HEALTH: 2
SKILLS: Mobility: 9, Observation 4
ARMOR RATING: 1 (none against fire damage)

"SQUID-BABY" ATTACKS

D6	ATTACK
1–3	**SLITHERING ESCAPE:** In a blur of whipping tentacles, the Squid-Baby flees one zone away, slipping into the nearest cover or air duct if possible. As soon as the PCs lose line of sight, combat ends and stealth mode ensues. After one Shift, the Squid-Baby grows into a Trilobite and begins looking for a host to implant.
4	**REVULSION:** The Squid-Baby's undulating motions are revolting to watch, inducing waves of nausea in everyone within close range. Victims must make a Sickness Roll against Virulence 8 or immediately drop what they are carrying, losing a Round of action.
5	**VICE-LIKE GRAPPLE:** The Squid-Baby hurls itself at the victim and latches on with its tiny but strong tentacles. Roll using six Base Dice, Damage 2. If any damage is caused, the victim is GRAPPLED, automatically inflicting critical injury #13 (even if the victim is not broken) and triggering an immediate Panic Roll.
6	**SMOTHER ATTACK:** The Squid-Baby snaps its tentacles onto the victim's head and squeezes with an unexpected crushing power. The attack has a strength of six Base Dice, Damage 1. Any damage sustained automatically inflicts critical injury #16, but the Squid-Baby remains attached. The victim will suffocate unless the Squid-Baby's grip can be broken (see Suffocation on page 110 of the core rulebook).

STAGE III: TRILOBITE (CARRIER) "CUDDLES"

First mentioned in the garbled recordings of the David Transmissions sent from the *USCSS Covenant*, the 3-meter-tall adult Trilobite is a seven-tentacled parasitic extraterrestrial organism. As it matures, *H. tabellarium* increases in size and mass exponentially, growing from a 2-kilogram juvenile to a half-ton adult in only one Shift. Just how the creature attains such enormous proportions in so little time has baffled the few scientists who've studied them. As the growth process has never been closely monitored, theories range from a bacterial mass propagation on a macroscale to the creature simply being able to feed off ambient radiation.

The Trilobite is a massive delivery system for a Stage IV Deacon embryo. It will use its large grasping-pincer-tipped tentacles to both brace itself and pin its prey, exposing the victim to its large toothy maw located on its ventral side. Once so secured, six fleshy petals arranged around the mouth will open, revealing winking orifices that contain coiled prehensile tendrils. These whip-like appendages grasp the head of its prey and hold it steady for oral proboscis insertion. After a successful penetration, *H. tabellarium* will go catatonic, covering the victim with its own body to protect the host during embryo implantation.

After embryo implantation is complete, *H. tabellarium* will remove itself from the host and die nearby. A Deacon will emerge from the dead host within another one Shift.

CONTAINMENT AND TERMINATION PROTOCOL: This god damn thing is huge, and hard to kill. Try not to get too close to it—if one of those thick tentacles grabs you good, it will either snap your neck or line you up and ram a meter long by twelve centimeter thick phallus down your throat. If you're lucky, you'll pass out from the pain before the thing lays its massive bulk over you, pumps you full of its genetic payload, and dies. You know what, fuck this thing. Napalm the son of a bitch.

"CUDDLES"

SPEED: 2

HEALTH: 9

SKILLS: Mobility: 4, Observation 9

ARMOR RATING: 5 (2 against fire damage)

"CUDDLES" ATTACKS

D6	ATTACK
1	**INTIMIDATE:** The Trilobite rises to its full three-meter height, exposing its underbelly maw and sizing up its victim. All PCs in the same zone must make a Panic Roll.
2–3	**GRABBING TENTACLE:** The Trilobite whips out a tentacle, snaring the victim. It attacks with eight Base Dice, Damage 1. If the tentacle hits, the Trilobite immediately drags the victim to a neighboring zone. The victim is prone. **STRESS LEVEL** increases by +1 for the victim and they must make an immediate Panic Roll.
4	**TOPPLING LASH:** The Trilobite lashes out with a tentacle, sweeping the victim's legs. It attacks with ten Base Dice, Damage 1. If the attack hits the victim is knocked prone, dropping any hand-held items. The victim gains **STRESS LEVEL** +1 and must make an immediate Panic Roll.
5	**CRUSHING GRAPPLE:** The Trilobite wraps its tentacles around the victim, grabbing it. It attacks with eight Base Dice, Damage 2. If it hits it automatically inflicts critical injury #33 (even if the victim is not broken). The victim makes an immediate Panic Roll.
6	**VIOLATION:** The Trilobite entangles the victim with its tentacles. Make an opposed roll with ten Base Dice against the target's Close Combat skill (This roll does not count an action for the victim): ▸ If the Trilobite wins, its tendrils hold the victim's head into position. Roll for the attack with 10 Base Dice. If it gets one or more ✦, the poor victim is immediately Broken and suffers critical injury #46. Their last sensations are horrifying as the Trilobite thrusts its proboscis into the victim's mouth, implanting an embryo before they pass out. Afterwards, the Trilobite goes catatonic, covering the victim with its own body to protect the host during embryo implantation. ▸ If the victim wins, they fend off the proboscis for this attack, but they must make an immediate Panic Roll.

STAGE IV: AETHON (JUVENILE) "DEACON"

Scientifically referred to as *Plagiarus noxapater*—or *mimic father of night*—the Deacon may be an early step in the evolutionary chain of even more complex *Plagiarus* forms like Xenomorph XX121. The two creatures are both voracious blue/black-skinned eyeless humanoid creatures with elongated skulls. The major differences lie in the Deacon's lack of biomechanical features, dorsal stacks and tail—as well as its completely different jaw structure.

A Deacon's upper jaw protrudes in a manner similar to a goblin shark when provoked, allowing it to pull prey in for the kill. That upper jaw contains human-like teeth, while the creature's lower and inner jaw sport hooked incisors for grasping. The curved and tapered head of the eyeless alien is reminiscent of a bishop or deacon's cowl, prompting its unconventional nomenclature. The deep blue-skinned bipedal Deacons have no tail. A Deacon born from a human starts off at about half a meter tall and grows three times that size within one Shift, its strength and endurance growing with it.

A gestating Deacon's cells rapidly consume organ, muscle, and bone mass directly from its host, killing the victim and leaving nothing more than an empty brittle boned shell of a corpse in its wake. When the juvenile is ready to be born, it uses its pointed head to slice its way out of the deceased host's chest, bisecting the already weakened ribcage and emerging with limbs fully developed. A newborn Deacon will flop out of its victim and to the ground with an amniotic feeding sac still attached to. Deacons are gangly and awkward, not unlike a newborn fawn. Curious creatures, they will take the time to survey their surroundings before making an attack. The Deacon's most chilling attribute however would be its signature shriek—a wailing cry that can freeze you in your tracks with fright.

CONTAINMENT AND TERMINATION PROTOCOL: A newborn Deacon is disorientated at birth, needing a Round to disconnect itself from its feeding sack and take in its surroundings before it can act. If you want to kill it, that's as good a time as any. The shock of witnessing its birth can cause you to hesitate (**STRESS LEVEL** +1), however, so I recommend that when you gather your own wits enough to pull that trigger, don't miss.

"DEACON"

SPEED: 2

HEALTH: 5

SKILLS: Mobility: 7, Observation 6

ARMOR RATING: 6 (3 against fire damage)

DEACON ATTACKS

D6	ATTACK
1	**HORRIFIC SCREECH:** The Deacon emits an ear-piercing wail that shakes anyone present to their very core. All victims within **MEDIUM** range must make an immediate Panic Roll.
2	**RIPPING CLAWS:** With slashing hands and kicking feet, the Deacon's claws tear at its victim. The attack is made using six Base Dice, Damage 1 (armor piercing).
3	**PIERCING SHRIEK:** The Deacon focuses on the nearest target and emits a terrible war-shriek directly at them. The victim must make an immediate **STAMINA** roll (no action) or lose their next slow and fast actions. They gain +1 **STRESS LEVEL** either way, as the Deacon marks them for death.
4	**SLASHING LIMBS:** The Deacon uses its incredible agility to attack one victim with eight Base Dice, Damage 1, then pivots and slashes at a second target within **SHORT** range. This second attack is made with six Base Dice, Damage 1 (armor piercing). If there is no target within range the second attack is made against the original victim. All who witness this terrible display gain +1 **STRESS LEVEL**.
5	**HOOK JAW:** The Deacon's jaws spring forward, latching onto a victim's limb. The victim is attacked using eight Base Dice, Damage 2. If the attack causes damage, it automatically inflicts critical injury #36 (even if the victim is not Broken) and grapples the victim. Anything the victim is holding is dropped and the Deacon stays latched on. Any **CLOSE COMBAT** attempt to break the grapple suffers a –3 modification. The victim must make an immediate Panic Roll. As a slow action on each of its initiatives, the Deacon can then attack the grappled victim using six Base Dice, Damage 2 (this attack cannot be blocked).
6	**SNAP SHREDDER:** The Deacon makes its Hook Jaw attack as above with one alteration—once latched on to the victim's limb, the Deacon immediately snaps its extended jaw back into its mouth. The victim is attacked using eight Base Dice, Damage 2. If the attack causes damage, it automatically inflicts critical injury #54 or #55 (even if the victim is not Broken). The victim's limb is shredded and severed in the process. This attack causes a Panic Roll.

STAGE V: ADJUTOR (ADULT) "ARCHDEACON"

Scientists have extrapolated a more upright creature with a pronounced rib cage, a wider and longer head, and oversized clawed hands. The conjectural creature is estimated to stand close to three meters tall. Its skin would take on an even deeper blue-black shading, its telescoping jaws would become more deadly—powerful enough to even grasp and shred a victim's limb when retracted—and its shriek would become more menacing.

CONTAINMENT AND TERMINATION PROTOCOL: We don't know much about this thing except for what the eggheads cooked up as theoretical. Theories are like promises—they sound pretty and help you sleep at night but are only good until the truth comes along and kicks you in the teeth. ■

A NOTE FROM MU/TH/UR: Whether or not a Deacon metamorphosizes to another stage is unknown. The Deacon and Archdeacon described here are based on the assumption that the host organism is human. There are unsubstantiated rumors of aquatic based Deacon sharks on remote water worlds. If another deadly animal species—or even an Engineer—were to be infected, the resulting Deacon would be much more powerful. ■

"ARCHDEACON"

SPEED: 2

HEALTH: 9

SKILLS: Mobility: 9, Observation 9

ARMOR RATING: 6 (3 against fire)

SKULL SHIELD: The Archdeacon can use its skull to block close combat attacks as a fast action, using six Base Dice.

"ARCHDEACON" ATTACKS

D6	ATTACK
1–2	**DOMINEERING SCREECH:** The Archdeacon emits an ear-piercing keening that shakes anyone present to their very core. Anyone within **MEDIUM** range must make an immediate Panic Roll.
3	**SKULL SLAM:** The Archdeacon slams its skull into the victim's head. The victim is attacked using six Base Dice, Damage 2. If the attack causes damage, it automatically inflicts critical injury #31 (even if the victim is not Broken), triggering an immediate Panic Roll.
4	**4 CLAW RAKE:** The Archdeacon slashes its victim with its razor-sharp claws. The victim is attacked using eight Base Dice, Damage 2.
5	**LATCH JAW:** The Archdeacon's jaws spring forward and clamp down on a victim's arm or leg. The victim is attacked using eight Base Dice, Damage 2. If the attack causes damage, it automatically inflicts critical injury #36 or #41 accordingly (even if the victim is not Broken). Anything the victim is holding is dropped. Any **CLOSE COMBAT** attempt to break the grapple suffers a –3 modification. The victim must make an immediate Panic Roll. The Archdeacon will attack a grappled victim using eight Base Dice, Damage 2 (this attack cannot be blocked) instead of rolling for another random attack.
6	**SPINAL SNAP:** The Archdeacon's jaws latch onto a victim's neck, grabbing it. The victim is attacked using eight Base Dice, Damage 2. If the attack causes damage, it automatically inflicts critical injury #56 (even if the victim is not Broken). The victim is paralyzed from the neck down. Anything the victim is holding is dropped. The victim must make an immediate Panic Roll. The Archdeacon immediately drags the victim to a neighboring zone.

XENOMORPHS

XENOMORPH XX121 STAGE VIII: EMPRESS

The Geholgod Institute has hypothesized that the Xenomorph Queen is not the final step in the evolution of Xenomorph XX121. Theorizing what would happen should an entire planet be overrun with *P. praepotens*, it is likely that multiple hives would be established, each with their own Queen. Eventually, those territories would overlap, leading to internal conflicts as Queens fought for dominance. After absorbing several hives and undergoing several molts, one Queen would evolve past the others—achieving Empress status and keeping the other Queens in line beneath her.

PHYSICAL ATTRIBUTES: Twice as large as a Queen, a Xenomorph Empress' massive girth limits her mobility. Fleshy sensor tendrils dangle on either side of her translucent jaws, granting her keen Observation and psionic abilities.

CONTAINMENT AND TERMINATION PROTOCOL: You are kidding, right? Look, you can't beat this thing—but you may be able to slow her down. The Empress has one weak spot—her sensor tendrils. Damage them and she can't use her psychic abilities. Now instead of a dinosaur-sized psionic mother after you, you've got a—nevermind.

EMPRESS

SPEED: 2

HEALTH: 22

SKILLS: Mobility 4, Observation 18

ARMOR RATING: 20 (8 against fire)

ACID SPLASH: 14

PSYCHIC CONNECTION: The Empress can connect to human minds with an **EMPATHY** of 4 or above. She can only transmit emotions to them—usually aggression, pain, and strangely enough, love—love for her children, and the hosts that would incubate them.

EMPRESS ATTACKS

D6	ATTACK
1	**ASSEMBLE THE LEGIONS:** The massive Xenomorph hisses, calling D6 Soldiers and two Praetorians to her defense. They reach the zone the following Round, then draw initiative and can act. Unless in danger, the Empress will have her legions herd anyone present to the egg chamber for impregnation.
2	**PSYCHIC LOVE:** The Empress reaches into her victim's mind, stimulating primal memories of gestating within their mother's womb and manipulating them to walk over to the nearest egg and submit themselves to a Facehugger. The mental attack uses seven Base Dice, rolled as an opposed roll against the victim's Empathy. If the victim manages to shake the Empress' control, they cannot be manipulated by her again—but they will always feel her whispering in their head. The victim gains +1 **STRESS LEVEL**.
3	**CRUSHING BLOW:** The Empress brings her entire weight down on the poor victim, who must make a **MOBILITY** roll at –2 (no action) or be crushed, immediately suffering three critical injuries (roll three times on the critical injury table and apply all three results, regardless of whether or not the victim is Broken). The victim is knocked prone and must make an immediate Panic Roll.
4	**PSYCHIC BOLT:** The Empress attacks her victim with a crippling mind strike. The attack is made with fourteen Base Dice, Damage 1. If any damage is done, the victim automatically suffers critical injuries #15 and #16. The victim gains +1 **STRESS LEVEL** and must make an immediate Panic Roll.
5	**TAIL SLICE:** The tail slices through the victim with terrible force. Roll for the attack using 14 Base Dice, Damage 1. The attack is armor piercing. If the attack causes any damage, it automatically triggers critical injury #63, slicing the victim in half and killing them outright.
6	**MIND MELT:** The Empress opens her mouth wide as she brings the full power of her mind against her victim. The attack uses fourteen Base Dice, Damage 2. If it causes any damage, the victim's Wits and Empathy are each reduced one step. If the Empress is not distracted, the victim will lose another point each Round until they reach zero, wiping the victim's mind and making them a vegetable.

BIOLUMINESCENT XENOMORPH XX121LV LAMBENT TYPE VARIANT

Biomorphs are a rare type of Xenomorph XX121 that have been affected by exotic matter—strange particles whose physical properties violate the laws of physics. A meteor of exotic matter lies in an underwater Xenomorph hive at the bottom of Lake 337-J on May Outpost in the Far Spinward Colonies. Tied to the planet's ecosphere, the Biomorphs come to the surface with each Salting to increase the strength of the hive.

PHYSICAL ATTRIBUTES: Lacking a biomechanical exoskeleton, the 2.8-meter tall Biomorph looks like a glowing translucent-skinned Xenomorph Stalker. Accomplished swimmers, Biomorphs suffer no penalties while underwater.

CONTAINMENT AND TERMINATION PROTOCOLS: These things often bear down on a target with their bioluminescence at full intensity, only to turn it off completely just before they strike. When that happens, listen for a sizzle in the water and an increase in water temperature. Whether it's one of these creatures or not, you've probably just pissed yourself. ■

BIOMORPH XX121LV

SPEED: 2

HEALTH: 7

SKILLS: Mobility 10, Observation 4

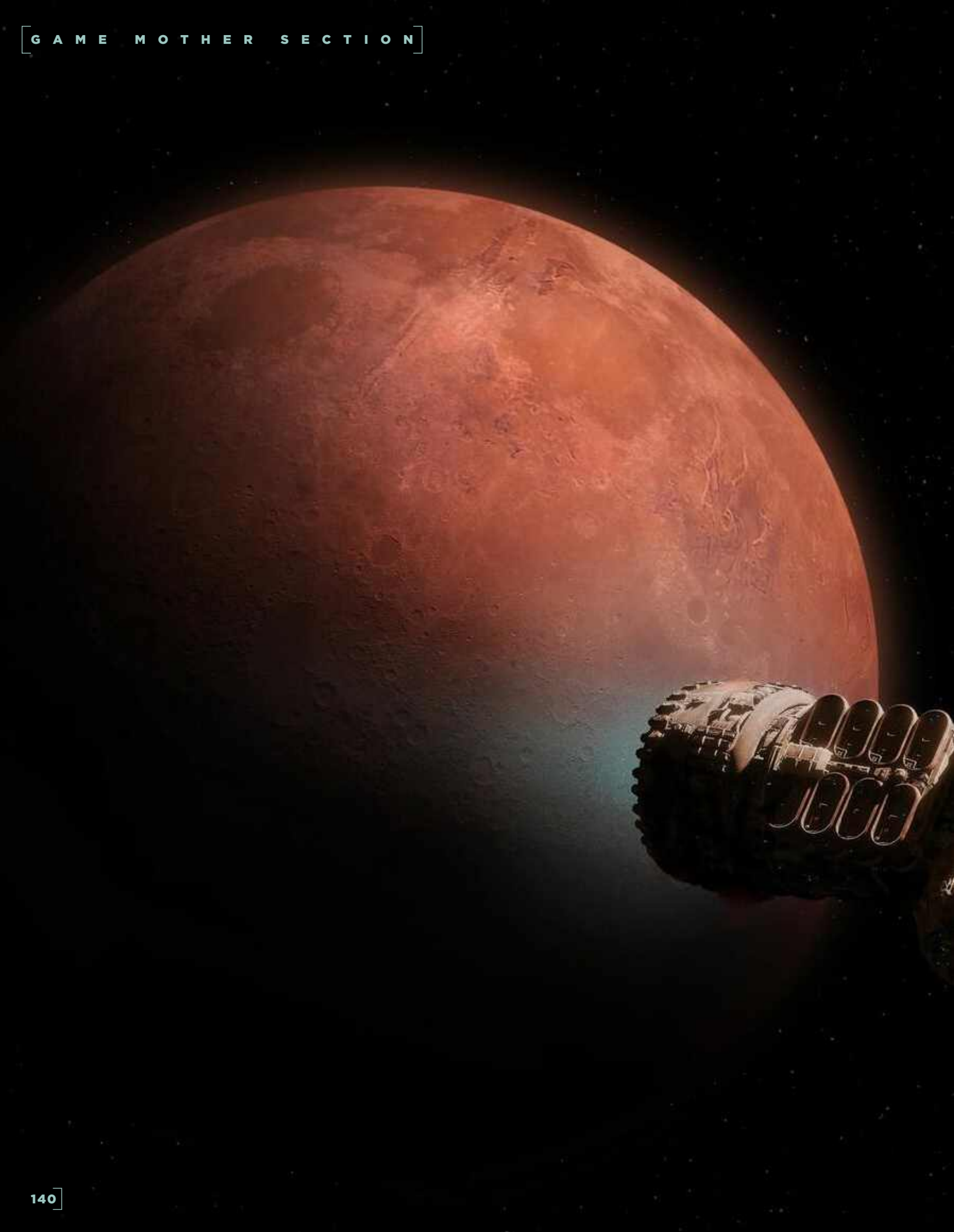
ARMOR RATING: 6 (3 against fire)

ACID SPLASH: 8

RADIANT: Biomorphs are both phosphoric and radioactive, glowing, and emitting weak radiation (page 110 of the core rulebook). They can turn their bioluminescence on or off at will, creating strobing and flashing light patterns to communicate or confuse prey. Anyone touching the Biomorph will suffer the effects of Intensity 4 fire.

BIOMORPH ATTACKS

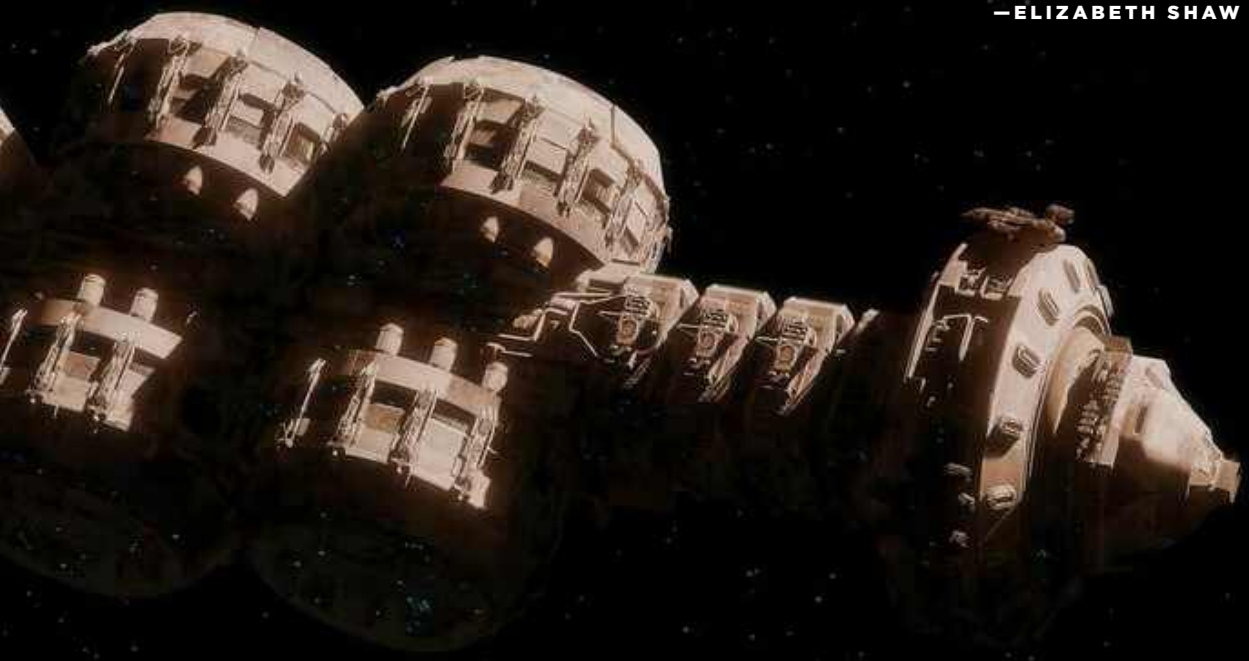
D6	ATTACK
1	**BLINDING MAGNIFICENCE:** The lithe and graceful Biomorph radiates an eerie glow that fills the room, gently pulsing in rhythm with its victim's heartbeat. Everyone in its glorious presence gains +1 **STRESS LEVEL**. The targeted victim must make a successful **STAMINA** roll. Failure means they are blinded. **OBSERVATION** and **RANGED COMBAT** are at –2 until a **MEDICAL AID** roll is made.
2	**DECOMPRESS:** The Xenomorph releases all liquid within its muscles. Treat the resulting spray as an Acid Splash 8, directed at the nearest victim only. The decompressed Biomorph squeezes through the nearest crack or grating if possible, flowing two zones away in one action. As soon as the PCs lose line of sight to the Biomorph's radiant glow, it has escaped. Stealth mode ensues.
3	**BURNING TOUCH:** The Biomorph puts its phosphoric hands forward, reaching out towards its victim as if to cease hostilities. If successful, the Biomorph lays its hands on its victim, immediately causing severe radiation burns. The attack is made with ten Base Dice, Damage 1. If hit, the victim continues to burn at Intensity 8. The victim must make an immediate Panic Roll.
4	**SCREW TOP:** The beast's clawed hand whips out and grabs its target by the neck. It attacks with seven Base Dice, Damage 1. It then drapes the fingers of its other hand over the victim's head. If the victim doesn't break free, the next Round the Xenomorph automatically begins to twist—attempting to pop the target's head off like the lid of a jar. If successful, the victim automatically suffers critical injury #56. If the Xenomorph isn't stopped before the next Round, the victim is decapitated.
5	**ACID REFLUX:** The Xenomorph opens its outer jaws wide, seemingly ready to deliver a headbite. Instead, it spews acid in its victim's face. The attack is rolled with ten Base Dice. If successful, treat it as an Acid Splash 8 directed at the target only.
6	**VAMPIRE SPIKE:** The Biomorph opens its outer jaws wide, and its inner spiked proboscis shoots forward like a piston. The attack is rolled with ten Base Dice, Damage 2. If it causes any damage, the Biomorph begins draining the fluids from its victim one point of Health at a time. If the victim cannot break free, they are automatically drained another point the next Round.



THE LOST WORLDS

"You don't understand—this place isn't what we thought it was. I was wrong. We were so wrong."

—ELIZABETH SHAW



The Lost Worlds is a sandbox campaign for frontier colonists, set in the distant reaches of the Far Spinward Colonies. The player characters—blue collar, salt of the earth, hard-working types—are part of an ambitious expedition in search of these colonies, lost nearly a century ago. Their goal: to find them, make the people safe, re-colonize the sector, and bring it back into the embrace of human society.

But this campaign isn't just a colony mission, it's also about exploring alien worlds. The PCs will discover the breathless wonders of the galaxy, and trade them in for enough fat Company dollars to retire on.

The campaign consists of six expeditions to different Far Spinward Colonies, which can be played in any order, and a seventh campaign finale. There are also rules to generate encounters at any of the other colonies too. As your PCs travel, they will learn clues about the terrible threats playing out across this space, leading them to the single-minded bio-mechanical organisms known as the Perfected, and their intent to remake humankind in their dreadful image. They will reach the final climactic expedition where they must face this terror and decide the destiny of all.

THE FAR SPINWARD COLONIES

SETTLE DOWN FOR A HISTORY LESSON

By the 2050s the unfettered growth of the mega-corporations meant that private equity led the way to the stars. The British Weyland Corporation established settlements in what became known as the Far Spinward Colonies, then brought them under the auspices of the newly formed Three World Empire. But while Weyland and the 3WE were the prime movers behind this expansion, the colonists themselves came from all walks of life, including the Chinese Asian Nations Cooperative (CANC), a supernation subsequently absorbed by the UPP. All told, eighteen colonies were established, inhabited by millions of hopeful pioneers.

Then, 75 years ago—disaster. The space between the Outer Rim and the Far Spinward Colonies was scoured by massive solar ejections, gamma bursts and waves of radiation. The time known as "the Isolation" had come. Travel was made impossible, and all communication with the new colonies was lost. Cut off from the Middle Heavens, the Far Spinward Colonies were left to fend for themselves and forgotten.

Until now. Looking for a common cause to unite the squabbling superpowers, the United Nations proposed a multi-national expedition, the Great Mother Mission, to unite humanity behind a common goal and reclaim the lost colonies.

FAST FORWARD TO 2185

Those 75 years have been tough for the citizens of the Far Spinward Colonies. The radiation storms wreaked havoc, and the loss of their supply lines from home was a terrible blow. Some colonies managed to hold on, re-focusing their efforts on just staying alive. Others fell into barbarism and infighting. Some failed completely, leaving no survivors.

On top of all that, the colonists disturbed something that had long been asleep. The Fulfremmen, aka the Perfected, had been hibernating, waiting to be found by living, breathing creatures so they could continue their one mission in life: to infect—to make perfect—everything they find. Three colonies quickly fell to them, before the settlers could mount a resistance. Some fell back to hide in their colonies or hold the line there. Others took more direct action, to try and keep the Perfected at bay.

THE FULFREMMEN

The Fulfremmen are relentless in pursuit of two objectives—their need to spread their "perfection" to every living and mechanical entity they can, and their desire to cultivate an Empress hive of XX121 Xenomorphs, a "hive of hives," as a sacred monument to the majesty of these creatures.

The Perfected were created by an advanced humanoid species known as the Engineers—Homo Gentior—who, in their attempts to recreate an ancient alien lifeform they called the Destroying Angel, also created humankind, the Arcturians and the Protomorph. Despite their technological mastery the Engineers came into conflict with their creations—the Perfected persisted, the Engineers did not.

SITUATION: Asleep for millennia, the Perfected were accidentally awoken after the Far Spinward Colonies were isolated from the Middle Heavens. Capelli, Kareti and July Colonies were overrun and transformed into Proto-Hives (page 129). Sanchez Colony was destroyed before they could transform it. But the Perfected's ability to spread has been hampered by a lack of both navigational data for the Middle Heavens and spaceships with FTL drives that can cover the distance.

One year ago, a congregation of the Children of the Two Divines traveled to the Far Spinward Colonies and found them. The Perfected gave some the gift of perfection, but immediately saw the value in keeping others un-perfected, to use as moles within the colonies, to infiltrate them and search for a ship to help them fulfill their destiny.

The Children of the Two Divines also brought a gift: an offering of XX121 eggs. The Perfected have been cultivating xenomorph hives ever since and nurturing an Empress to rule over them all. The Perfected know of the Engineer relic they call the "Lychgate" and see this as the perfect place to establish this "hive of hives."

PLAYING THE PERFECTED: The Perfected are above all motivated to spread their infection. They are relentlessly seeking navigation data for the Middle Heavens, and ships that can cover the 30 parsecs to their destination (see the expeditions Against a Sea of Troubles and Let Sleeping Gods Lie, and the campaign event Wolf in Sheep's Clothing on page 169). As the campaign develops, they become aware of the Great Mother Mission, and will use the lure of the Engineer Lychgate as a honeypot, to draw the colony ship *UNCSS Ìyánlá* to them, so they can capture it as a prize beyond their wildest dreams (see the expedition "In the Shadow of Perfection").

THE CHILDREN OF THE TWO DIVINES

The Children of the Two Divines are all servants to the Perfected, and they work to further the Perfected's ambitions at all times.

SITUATION: Under the leadership of a rogue android, Mother Ma'Kayla, this extremist offshoot of the Church of the Immaculate Incubation (page 164 in the core rulebook) is nothing more than a starfaring death cult. In 2185 they gathered Engineer star chart data, stole a fleet of modified *Heliades*-class ships, and headed for what their translations called "Perfect Space." Expecting to find a paradise, they instead found the Far Spinward Colonies. Now, their leaders have found perfection as bio-mechanoids, and their fanatical followers raid colonies to spread the word.

Six of their *Heliades*-class vessels are still operational, but they suffer from a lack of spare parts and poor maintenance. None has an FTL drive that is capable of anything more than a short haul among the Far Spinward Colonies, and their FTL rating is reduced to 20.

PLAYING THE CHILDREN: The Children of the Two Divines are fully committed to the objectives of the Perfected, while individual members work to prove their worth and be elevated to the ranks of the perfected. In the campaign finale (In the Shadow of Perfection) they will fight to capture the *UNCSS Ìyánlá*.

THE SCHISM IN THE DEATH CULT: Not all the Children of the Two Divines have proven devoted to the cause of perfection. Six months ago, a group led by Chikondi Okafor realized the error of their ways and the danger they were in. Taking one of the *Heliades* ships they made a run for it, reaching KOI-784 and Dylan Colony on their failing fumes of fuel, before crashing in the jungle. Rescued by the colonists, they were soon recognized for what they were, or had been (see the expedition To Go My Own Dark Way).

MOTHER MA'KAYLA

HYPERDYNE SERIES 120A/3 SYNTHETIC & STAGE II BIOMECHANOID ABOMINATION

Single-minded and guarded, but curious, Mother Ma'Kayla led the Children to Perfected Space, where she was infected with a variant strain of *26 Draconis* and has now developed into a Stage II Abomination (page 123)—unlike most strains of the black pathogen, this variant affects synthetics as well as humans. She is a willing agent of the Fulfremmen and is on her way to enlightened perfection—her skull has subtly extended, and her arms and legs have increased in bulk and length. However, she still retains mental control and her love of ancient Earth poetry.

STRENGTH 7, AGILITY 7, WITS 6, EMPATHY 1

SPEED: 2

HEALTH: 7

SKILLS: Mobility 2, Ranged Combat 3, Observation 2

A NOTE FROM MU/TH/UR: As a Mutated Abomination (page 123), Ma' Kayla cannot use EMPATHY-based skills, firearms, or other technological items, and is immune to MANIPULATION. She suffers damage as an android. ■

GORHAM'S MARAUDERS

Gorham's Marauders prowl the Far Spinward Colonies, seemingly little more than pirates preying on the weak. However, they have only one purpose—to prevent the Perfected from leaving this sector of space. But first things first. To do that they must survive.

THE SITUATION: Gorham's Marauders are colonists who took it upon themselves to keep the Perfected from spreading across space. On his deathbed, the original pioneer J.V. Gorham inspired his people to destroy Sanchez Outpost before the Perfected could transform it, leaving it a nuclear wasteland. Since then, they have operated out of the ruined Seegson platform orbiting Sanchez Colony, *Finland Station* (the same design as *Novgorod Station*, page 358 of the core rulebook), blockading Perfected Proto-Hive planets and destroying any Perfected vessels they find. They have also been raiding colonies, to systematically purge navigation charts, denying the Perfected the knowledge to track humanity back to Earth.

PLAYING THE MARAUDERS: The PCs will encounter Gorham's Marauders during the expedition Let Sleeping Gods Lie and may come across them in space (see the campaign event Gorham's Marauders). But if the PCs can build a relationship with them, they can be called upon to help defend the *UNCSS Ìyánlá* and finally defeat the Perfected (see the expedition In the Shadow of Perfection).

CAPTAIN J.V. GORHAM III

Jovial, light-hearted but committed to her task, she is the great granddaughter of the legendary J.V. Gorham. At 22 years old, the pirate leader has the legacy of her family to live up to. Her grandfather and father were responsible for taking the fight to the Perfected.

STRENGTH 3, AGILITY 3, WITS 4, EMPATHY 4

HEALTH: 5

SKILLS: Close Combat 2, Mobility 2, Piloting 3, Ranged Combat 2, Command 3

TALENT: Tough

GEAR: Gorham .44 Magnum revolver, pocketknife, tools, 2 × Electroshock grenades.

THE COOPERATIVE

The Cooperative, under Colonel-turned-Warlord Zhāngjié, has ambitions to dominate this region of space, and will always try to turn any situation to their advantage.

THE SITUATION: The Cooperative is the last bastion of the now defunct Chinese Asian Nations Collective (CANC). They were forced to abandon the failing Curzic Outpost after the Isolation, finding refuge on May Outpost, a former Three World Empire royal marine base. However, after years of squabbling, the CANC finally used force to subjugate the remaining marines and take over. The Cooperative has thrived—in a fashion—under Warlord Zhāngjié's iron-fisted leadership. Enhancing their own society through press-ganging people from other colonies, they restored the industry on May Outpost, and have protected their people from invading forces.

AIR POWER: The Cooperative has two operational Bison CM-88B Freighters with four drop shuttles each. They use these to raid other colonies and take what they need from these worlds (stats as per the Bison G on page 181 of the core rulebook but equipped with a Short Lance ASAT missile launcher and two Tactical Nukes each). Long ago they had their long-range nav data wiped, and the Cooperative tend to steer well clear of Gorham's Marauders, given half a chance.

WARLORD ZHĀNGJIÉ

Power-hungry, violent but logical. While Zhāngjié's philosophy is "might is right" he tries to rule benevolently. However, if his authority is challenged, he will respond with furious anger. Zhāngjié believes the Engineer pyramid on May Outpost holds a secret that will secure his future as a conquering hero, if he can find a way to explore it safely (see the expedition The Devil Lives in Still Waters).

STRENGTH 3, AGILITY 5, WITS 3, EMPATHY 3

HEALTH: 3

SKILLS: Close Combat 2, Mobility 2, Ranged Combat 2, Command 4, Manipulation 2

TALENT: Field Commander

GEAR: Kevlar vest, QSZ-203 semi-automatic pistol, concealed derringer (bonus +1, base Damage 2, Short range, 2 shots).

PLAYING THE COOPERATIVE: The PCs will meet the Cooperative during the expedition The Devil Lives In Still Waters, and may meet them during the campaign event Cooperative Raids. They can become allies or enemies, depending on the PCs' actions.

Zhāngjié and the Cooperative are authoritarian rational opportunists, always seeking to exploit the PCs and the political divisions within the Great Mother Mission for their own interests. ■

THE GREAT MOTHER MISSION

"We didn't leave Earth to be safe."

—TENNESSEE "TEE" FARIS, USCSS COVENANT

TIME FOR ANOTHER HISTORY LESSON

In 2180, the United Nations proposed that a multi-national, multi-corporation expedition should travel to learn the fate of the Far Spinward Colonies and reconnect them to the Middle Heavens. Recession, and the recollection of the abundance in the old colonies, made this a mouth-watering prospect to the UA, 3WE, and UPP alike—the Great Mother Mission was established by the United Nations Interstellar Settlement Corps (UNISC), under the command of a UN bureaucrat, Governor Kholwa Abantu. Naturally the Interstellar Commerce Commission (ICC) were to be well-represented, to ensure fair play and all safety protocols were stringently followed.

A colossal *Deucalion*-class colony ship—the *UNCSS Ìyánlá*—was launched in 2182, with its four *Magellan*-class support ships: the *UNCSS Umsindisi*, *UNCSS Solovetsky Island*, *UNCSS Chimata-no-kami*, and *UNCSS Typhoon*. With the addition of three Throop Rescue and Recovery CM90V *Corvus*-class salvage vessels, the flotilla was ready to sail.

UNCSS ÌYÁNLÁ

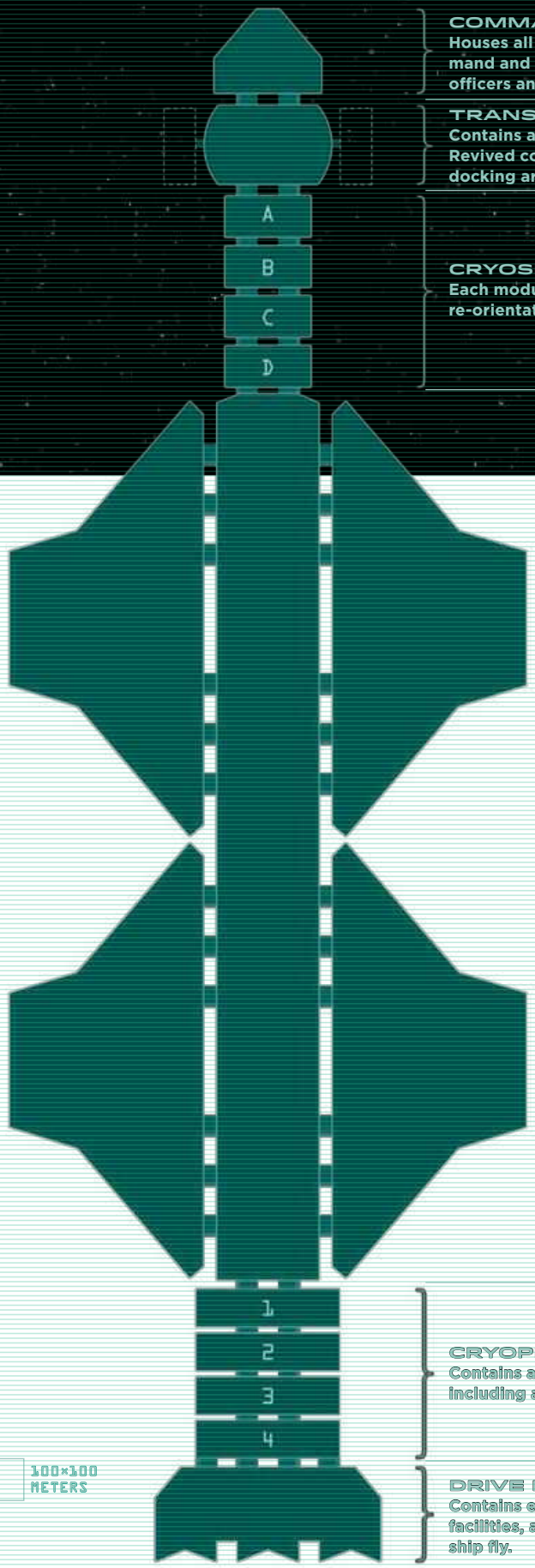
The *UNCSS Ìyánlá* is a Lockmart and Welsun Type 3300B *Deucalion*-class X modular colony carrier (page 77), coming in at 2,550m in length, with a beam of 450m and draft of 300m. This state-of-the-art long-range spacecraft carries four externally mounted Atmospheric Processor Plant modules, four ring-mounted *Magellan*-class J Space Exploration Vehicles, as well as numerous drop-shuttles, support craft, and ground vehicles. Three "spines" run the length of the vessel, with transit systems for crew and equipment.

UNCSS ÌYÁNLÁ

MANUFACTURER: LOCKMART AND WELSUN
CREW: 35
LENGTH: 2,550 m

FTL RATING: 24	**ARMAMENTS:** *Ìyánlá* **is a colony vessel and as such has no offensive armaments. Those it possesses are either defensive or configured to support surface terraforming operations. She has two CIWS Laser Arrays and ten Sensor Decoys along her length, for point defense against incoming threats, and three Tactical Nuke hardpoints, for environmental terraforming purposes only (page 177 of the core rulebook).**
SIGNATURE: +5	
THRUSTERS: –3	
HULL: 20	
ARMOR RATING: 10	

UNCSS ÌYÁNLÁ



COMMAND MODULE
Houses all flight controls, including the bridge and communications, all command and mission administration functions and briefing rooms. The senior officers and flight crew live here.

TRANSIT MODULE
Contains air locks, hangar bays, ready rooms, and tactical ops centers. Revived colonists are housed here before transit off-ship. There are six docking arms, and the mission's four SEVs dock to this module.

CRYOSLEEP MODULES A–D
Each module contains 2,500 colonists in cryosleep, with rehabilitation and re-orientation facilities.

ENGINEERING AND ATMOSPHERE PROCESSORS
The engineering section manages the maintenance of the ship and its systems and includes a manufactory module for building vehicles and equipment. It also houses the magazine for *Ìyánlá's* supply of terraforming tactical nukes, and hangars for supply and repair vessels. All colony equipment is shipped in bulk from here. This module also contains extensive quarantine facilities. There are four externally mounted Atmosphere Processor units attached to this module—fully automated, they can be deployed to any area of clear ground (1000m square) and will automatically begin set-up and operations.

CRYOPRESERVATION AND STORE MODULES 1–4
Contains all the stores and equipment to support colonization operations, including all cryopreserved human embryos and livestock.

DRIVE MODULE
Contains engines, reactors, fuel stores, the solar sail arrays, and recharge facilities, as well as all the machinery and equipment required to make the ship fly.

THE MEN AND WOMEN OF THE GREAT MOTHER MISSION

The expedition's total crew complement is 185:

- **Senior Flight Officer, Captain Tadesse Kondwani**
- ***Ìyánlá's* flight crew: 35**
- **Administration, corporate and ICC representatives: 50**
- **UNISC Peacekeepers, security drawn from the 3WE, UA and UPP: 40**
- ***Magellan* SEV crews: 10 per vessel, total 40**
- **Throop *Corvus* crews: 6 per vessel, total 18**
- **Colonists in cryosleep: 10,000**
- **Human embryos in cryopreservation: 12,000**
- **Enormous stores, including various seeds and livestock**

WEYLAND-YUTANI

The senior W-Y corporate on board is Director Kamal Vartouhi, but day to day running of Weyland-Yutani's affairs, and the colony ship *UNCSS Ìyánlá*, are overseen by a Platinum Edition reissue of the Walter series synthetic, called Gaius.

Most of the Far Spinward Colonies were established by the old Weyland Corporation and had fallen under the authority of the 3WE before the Isolation. Director Vartouhi naturally wants to see these outposts returned to the fold and ensure that Weyland Corporation's centuries-old investment finally pays off but is less concerned by this than the 3WE seems to be.

Vartouhi is even more interested in the other treasures that the Far Spinward Colonies may offer. The corporation's generosity—contributing the MU/TH/UR 9000 mainframe for the *UNCSS Ìyánlá* as well as donating all four of the *Magellan*-class SEVs, each equipped with a DA/UT/UR 2200 FTL-linked back to *Ìyánlá's* MU/TH/UR—was not done from the goodness of their heart. Through this network they can observe and eavesdrop on the activities of the whole expedition and ensure they don't miss any exciting finds (see the campaign event MU/TH/UR Knows Best).

THE MISSION MANDATE

The United Nations Interstellar Settlement Corps' Mandate for the mission derives from the articles of the pan-national Great Mother Mission Accord of 2181, signed by all participating nations and agencies.

The mission parameters are as follows:

1. Establish contact with the Far Spinward Colonies and provide immediate humanitarian support as necessary.
2. Survey the sector and establish new UN-administered colonies.
3. Recover existing colonial records for each colony, stored in local Long Data Discs.
4. Negotiate terms under which surviving colonies should return to UNISC oversight.
5. Assess the future technological, industrial, and financial potential.
6. Adhere to all Interstellar Commerce Commission protocols and regulations and collaborate in the spirit of the greater good.

"GREAT PARTNERSHIP"

On the eve of launch, the Secretary General of the UN gave an address to the people of Earth:

"We are blessed, all of us here today, to see what humankind can do when we put our heads together in cooperation, rather than bang our heads together in confrontation. The Great Mother Mission has brought about 'the Great Partnership,' the partnership of all the supernations and mega-corporations, working together for the good of humankind. Together you will find the lost colonies, restore their people, banish the isolation and bring our lost brothers and sisters back into the family of humanity. The Great Mother Mission is a beacon of collaboration and friendship—an example to all of a better future, standing not arms versus arms, but arm in arm! Godspeed Ìyánlá!"

UNITED AMERICAS

More than anything, the UA joined the expedition to keep an eye on their rivals, and now enemies, the UPP. The news of the Frontier War back home has not immediately opened hostilities within the Great Mother Mission, thanks to the mediation of Governor Abantu. But tensions are simmering and the UA leadership, under Valentina Berezi, keep trying to provoke the UPP into doing something stupid (see the campaign event Baiting the Bear).

COLONY RECORDS

Each settlement in the Far Spinward Colonies was set up with a recording mechanism called a Long Data Disc—a black box for the colony. These recorded petabytes of data about all aspects of the colony, as well as the Command Team logs and reports. Usually housed within a central Command Post, Administration office or Extrasolar Colonial Administration center these 50cm long black cylinders are fitted with a handle for easy extraction and mobility (heavy items).

THREE WORLD EMPIRE

The 3WE is focused on two things: bringing their former colonies back within the fold before they can be incorporated under the UNISC and keeping a lid on the growing support for the break-away New Albion Protectorate (NAPRO). Under their mission leader, Colonel David Buston, they will jealously guard their interests as former overlords of the Far Spinward Colonies, and seek to suppress, and eventually crush, the NAPRO sympathizers within their ranks (see the campaign event Bring Them to Heel).

UNION OF PROGRESSIVE PEOPLES

The UPP, always wary, long suspected that the other nations were conspiring to exclude them from the riches to be found amongst the Far Spinward Colonies. To avoid that outcome their mission leader, General Nurlan Ozolinski, has taken steps to secure the new frontier for the UPP alone. Two cells of six Ministry of Space Security (MSS) operatives have infiltrated the expedition's crew, to gather intelligence on the strengths and weaknesses of their rivals. Additionally, they have infiltrated two platoons of Space Operating Forces, 60 soldiers, currently lying in cryosleep masquerading as colonists.

When the time is right, they will awaken these soldiers, and take the Great Mother Mission by force (see the expedition In The Shadow of Perfection). But that is not all—the UPP secretly sent scouts, from its Cosmos Exploration Corps, in four fast ships ahead of the Great Mother Mission, to lay the ground for the UPP takeover (see the campaign event UPP Dead in Space and the expeditions The Devil Lives in Still Waters and In the Shadow of Perfection).

INTERSTELLAR COMMERCE COMMISSION

Laboring under the disdain of every space-faring organization, the ICC sees this expedition as the perfect time to re-assert their authority. As such, the ICC inspectors are under orders from their chief, Superintendent Jim Busby, to get into everything being done by the expedition—they will be especially stringent about quarantine protocols for items or specimens that may be of extra-terrestrial origin. They are going to make a nuisance of themselves and be a problem for any treasure-hungry PCs (see the campaign event Quarantine is Not a Dirty Word).

GENERAL NURLAN OZOLINSKI

Austere and haughty, but compassionate, Ozolinski is a career UPP soldier, having risen from the enlisted ranks to high command. He knows that conflict is a necessary evil, but regrets that young lives must be shattered through it—he witnessed much death and suffering as a young SOF soldier. He wishes that the Great Mother Mission could have progressed as a collaboration, but this will not stop him giving the order to take control (see the expedition In the Shadow of Perfection). However, if the PCs can convince him of the threat presented by the Perfected (with an opposed MANIPULATION test) he will order his men to defend the *UNCSS Ìyánlá* first, before resolving the political infighting of the mission itself.

STRENGTH 5, AGILITY 3, WITS 3, EMPATHY 4

HEALTH: 5

SKILLS: Close Combat 2, Mobility 1, Ranged Combat 2, Command 3, Manipulation 2, Observation 2

TALENT: Field Commander, Influence

GEAR: Covert body armor (Armor Rating 3), MP-4043 Grach pistol.

THROOP'S NIGHTMARES

The PCs can learn much about the Xenomorphs from Throop, should they seek her help once they have come face to face with the space beast. They will need to build a positive relationship with her, but once she hears they have encountered the beast she will offer guidance, at your discretion. She will finish by saying: "It is elegant, fast and terrible. It exists to destroy and destroys to exist. Once seen it will never be forgotten..."

THROOP RESCUE AND RECOVERY

Throop Rescue and Recovery is a highly regarded private company under the leadership of Alecto Throop. TR&R has been contracted by the UN to provide support operations as part of the Great Mother Mission and brings three *Corvus*-class ships at the expedition's disposal. Throop answers to Governor Abantu. TR&R can be called in to rescue the PCs should they become stranded (see the campaign event Throop to the Rescue).

Throop herself has had a long and exciting career. Biologically in her 80s, she appears about 50 years old. Many years ago, she had an encounter with the XX121 Xenomorph, something she will never forget.

THE MINOR CORPORATIONS

Hyperdyne Corporation (under Director Pereira Abrams), Omni-Tech Resources (CEO Kim Bak) and the Kelland Mining Company (Prospector General Lee Taylor) are all signed on for the Great Mother Mission. They see this as the chance to elevate their companies into the big leagues and will scrabble for resource rights and contracts as hard as anyone.

THE NEW ALBION PROTECTORATE

Not officially represented on the Great Mother Mission, there are several members of the 3WE who openly sympathize with the New Albion Protectorate's position. Led by the senior 3WE administrator Lynna Young-Hee, this faction gathers support as the campaign progresses, until the 3WE decides to put a stop to it with force (see the campaign event Bring Them to Heel). ■

RUNNING THE LOST WORLDS CAMPAIGN

The campaign consists of seven scenarios—six expeditions, playable in any order, and a climactic finale. Outside of these, we are introducing a new concept to this campaign: campaign events. Just like events in a Cinematic scenario, campaign events provide extra scenes and challenges for the PCs that can be placed into the campaign whenever you like, binding the overall story together and providing an exciting countdown to the finale.

THE METAPUZZLE: The campaign also presents a Metapuzzle for the PCs to unravel. Each expedition (and some campaign events) offers the PCs the chance to find clues to that Metapuzzle which, by the end of the sixth expedition, will reveal the terrible truth of the Perfected's plans—what the PCs do with that knowledge is up to them. Read more about the Metapuzzle on page 161. ■

HOW SANDY IS YOUR SANDBOX?

To make the most of the sandbox opportunities this campaign offers, you should allow your players as much latitude as possible to chart their own course through it. If you are comfortable creating additional adventures or scenes, either in the margins of the expeditions, or for colonies that are not covered by the expeditions, your players will get the deepest and most rewarding experience.

The six expeditions include all the information you need on the planets the PCs will visit during those adventures, in case you or your PCs want to further explore, or even colonize, them. The rules here, and in the Appendix: Building Your Own Better World, will help you create those adventures, and the planets and new colonies that feature in them.

However, don't worry if that's not your GM style. The expeditions alone provide a full and exciting campaign—you will simply need to have the PCs directed to the appropriate colonies by a superior (either the *UNCSS Ìyánlá's* synthetic overseer, Gaius, or Governor Abantu himself).

RUMORS, HEARSAY AND GOSSIP

Aside from the Metapuzzle clues, there is other information the PCs can learn from almost any colonist NPC. You should feel free to give out these details if the PCs have earned the information from an NPC or other source:

- Since the Isolation, the colonies have fallen apart. There has been little cross-colony communication in decades.
- Some have chosen piracy, preying on the already weakened colonies.
- An organization known as the Cooperative is the worst for raiding, kidnapping people and killing those who resist.
- All told, many hundreds of thousands must have died.
- The people of the Far Spinward Colonies are angry with Weyland Corp and the 3WE, as they feel they were deserted and left to rot.
- Some colonies have fallen to some kind of pestilence that spread to more than one planet.
- Some say that this pestilence is even worse, that someone out there is actively spreading it.
- There were rumors of new ships in the sector last year, not from the colonies but from the Middle Heavens.

THE PLAYER CHARACTERS

In *The Lost Worlds*, the player characters are employees or contractors working on the Great Mother Mission. They have a job to do, but will be able to choose where they go, what they do, and how they do it. They will find the shattered fragments of former colonies, brave new worlds to explore and exploit, the remnants of an ancient civilization and the menace that threatens the safety of every human alive.

THE PCS' ROLE: The PCs are all members of the same crew, serving on the *UNCSS Solovetsky Island*, one of the mission's four *Magellan*-class J Science Exploration Vessels (SEV). While the ship has an NPC crew that covers the basic roles needed on board, the PCs can play any role on the vessel they please. Also, the game is at its most "sandboxy" if one PC is the ship's commander.

PC AFFILIATION: Each PC will either be affiliated to a supernation or mega corporation, or be an independent contractor hired by the UNISC. Either choose or roll on the table below to find out. Don't worry if you don't like the outcome—your PC may be affiliated in a certain way, but it brings great roleplaying opportunities if they don't like it!

CONNECTION TO THE MISSION: Do the PCs have any connection to the Great Mother Mission other than the hunt for a great pay day? They will have their own Personal Agendas and may be die-hard supporters of one supernation or corporation. But this is about their connection to the mission itself. Roll on the table on the next page, or feel free to choose an option that is consistent with the PC's agenda and back story:

THE PCS' RESPONSIBILITIES: As a member of the Great Mother Mission, the PCs are paid to play their part in that mission. They have a contract (on page 172) and need to follow it.

EARNING A LIVING: In the multi-faceted conglomeration that is the Great Mother Mission, differences in currencies and payment traditions would have baked-in unfair practices and inequality of reward. So, the UNISC adopted the Weyland-Yutani dollar as the mission's currency. Weekly pay for your PCs, based on their roles within the mission, can be found on page 162 of the core rulebook. Time in cryosleep is paid at a rate of one-quarter of the employee's salary per week.

Taking account of the months in cryosleep this may feel like a lot, but it's small beer for being away from family and friends for years on end and facing the dangers of deep space. The real money is made in bonuses earned for finds, resource claims and extra-curricular activities not covered in your basic contract.

PC AFFILIATION

2D6	GOVERNMENT OR CORPORATION
2–3	A minor corporation. Roll D6: 1–2 Hyperdyne Corporation, 3–4 Omni-Tech Resources, 5–6 the Kelland Mining Corporation
4–5	Weyland-Yutani
6	Union of Progressive Peoples
7	United Americas
8	United Nations, or an independent operator contracted to them
9–10	Three World Empire
11–12	Interstellar Commerce Commission

CONNECTION TO THE MISSION

D6	CONNECTION
1	None—you're in this for the money.
2	You are curious about what happened out in the Far Spinward Colonies, but beyond that this is just a job to you.
3	The people of the colonies must be suffering. The Great Mother Mission is vital in helping them recover.
4	Your ancestors settled in the Far Spinward Colonies before the Isolation—roll on the table on page 160 to see which one. You need to find their descendants, or find out what happened to them, if you can.
5	You and a few close family or friends are looking for a fresh start. They lie asleep aboard *UNCSS Ìyánlá* while you work to find that new future.
6	You're all-in for a new life and future. Your entire family and many friends are in cryosleep on *UNCSS Ìyánlá* waiting for you to find them their new home.

UNCSS SOLOVETSKY ISLAND

MANUFACTURER: WELAND YUTANI
CREW: 6-18
AI: DA/UT/UR 2200
LENGTH: 150 m

FTL RATING: 10	ARMAMENTS: As an SEV the *Solovetsky Island* only possesses defensive capabilities. It has two Sensor Drone hardpoints and three Sensor Decoys (page 177 of the core rulebook)
SIGNATURE: +0	
THRUSTERS: +8	
HULL: 6	
ARMOR RATING: 6	

UNCSS SOLOVETSKY ISLAND

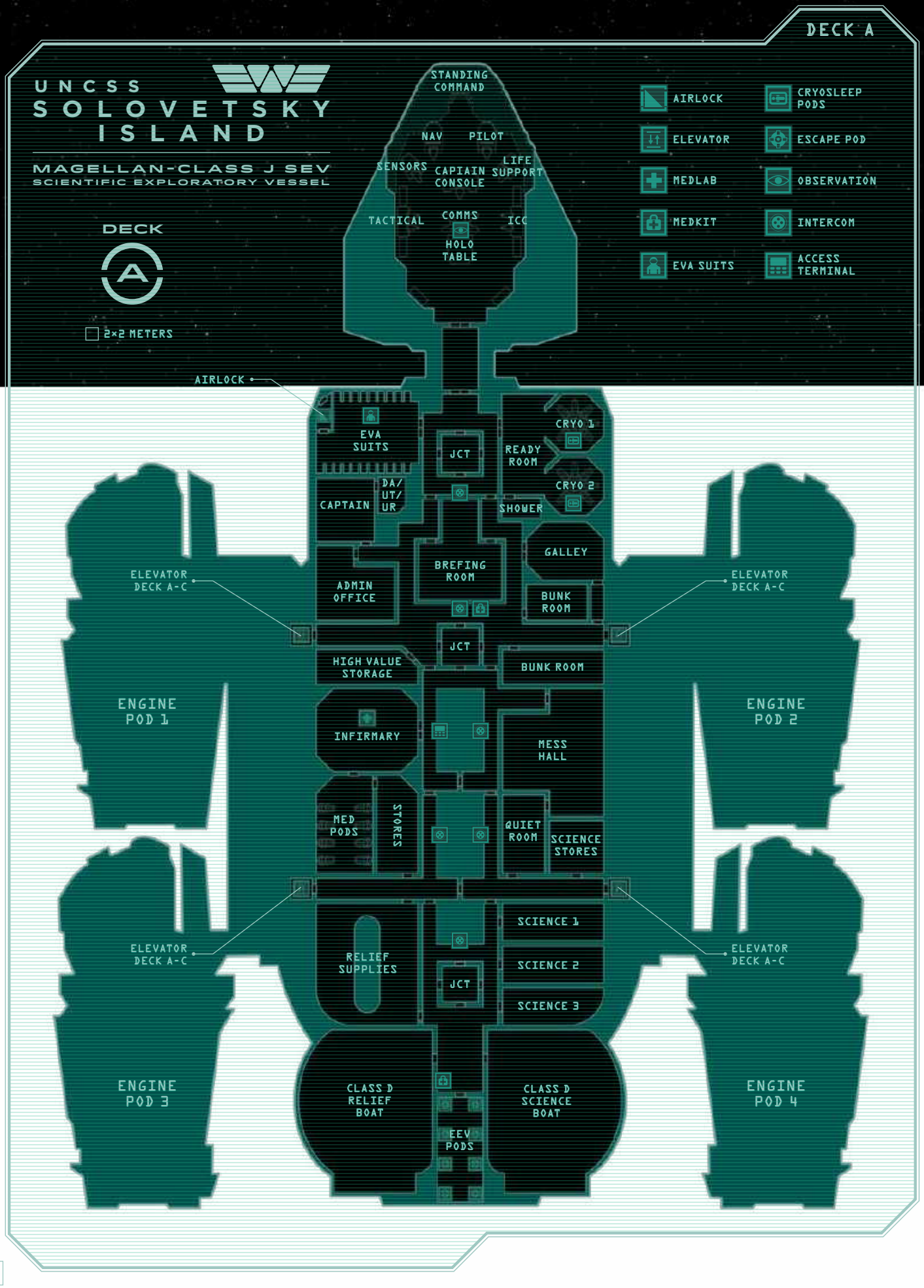
The *UNCSS Solovetsky Island* is one of four identical vessels on the Great Mother Mission, along with the *UNCSS Umsindisi*, *Chimata-no-kami*, and *Typhoon*.

It is a *Magellan*-class J SEV, with a crew of up to 16 and an FTL Rating of 10. It's equipped with two Class D Lifeboats, one configured as a science facility, the other as a relief boat, along with 12 Class A EEV pods. It carries four Daihotai series 8×8 Tractors, four Alphatech XT-37C 4×4 off-road vehicles, two EVA-7C salvage and rescue pods and two heavy excavators. It has cryosleep beds for 18 people, and MedPods for 12 seriously injured patients.

The *UNCSS Solovetsky Island* can carry up to 100 for short journeys or in an emergency. The cargo hold is full of humanitarian essentials with spare parts and tools for any everyday problem. The crew is cross-trained in multiple disciplines, but would usually consist of the commander, two pilot-navigators, two mechanics, two security officers, one scientist, one prospector and the ICC Protocol Inspector. In addition to the crew, the ship is equipped with two Working Joe androids, dubbed James and Miss Sophie by the crew.

The crew of the *Solovetsky Island*, as well as those of all other Great Mother Mission Science Exploration Vessels, are fitted with Personal Data Transmitters (PDTs, page 132 of the core rulebook) that can be detected at a distance of 20 km.

THE PCS' CREW: The PCs' crew forms a vital part of the campaign, as they will be along for the ride. Some will be antagonists, distrustful of the PCs and seeking to out-maneuver them at every turn. Others will become friends and help the PCs when they least expect it. Some may die and will not only have an impact on the PCs when they do, but may need replacing with a new crew member from the *UNCSS Ìyánlá*. ■


DECK A
UNCSS
SOLOVETSKY
ISLAND
MAGELLAN-CLASS J SEV
SCIENTIFIC EXPLORATORY VESSEL
DECK
A
2×2 METERS
AIRLOCK
ELEVATOR
MEDLAB
MEDKIT
EVA SUITS
CRYOSLEEP PODS
ESCAPE POD
OBSERVATION
INTERCOM
ACCESS TERMINAL
STANDING COMMAND
NAV
PILOT
SENSORS
CAPIAIN CONSOLE
LIFE SUPPORT
TACTICAL
COMMS
ICC
HOLO TABLE
AIRLOCK
EVA SUITS
JCT
READY ROOM
CRYO 1
CRYO 2
CAPTAIN
DA/ UT/ UR
SHOWER
GALLEY
BREFING ROOM
ADMIN OFFICE
BUNK ROOM
ELEVATOR DECK A-C
ELEVATOR DECK A-C
JCT
HIGH VALUE STORAGE
BUNK ROOM
ENGINE POD 1
ENGINE POD 2
INFIRMARY
MESS HALL
MED PODS
STORES
QUIET ROOM
SCIENCE STORES
ELEVATOR DECK A-C
ELEVATOR DECK A-C
SCIENCE 1
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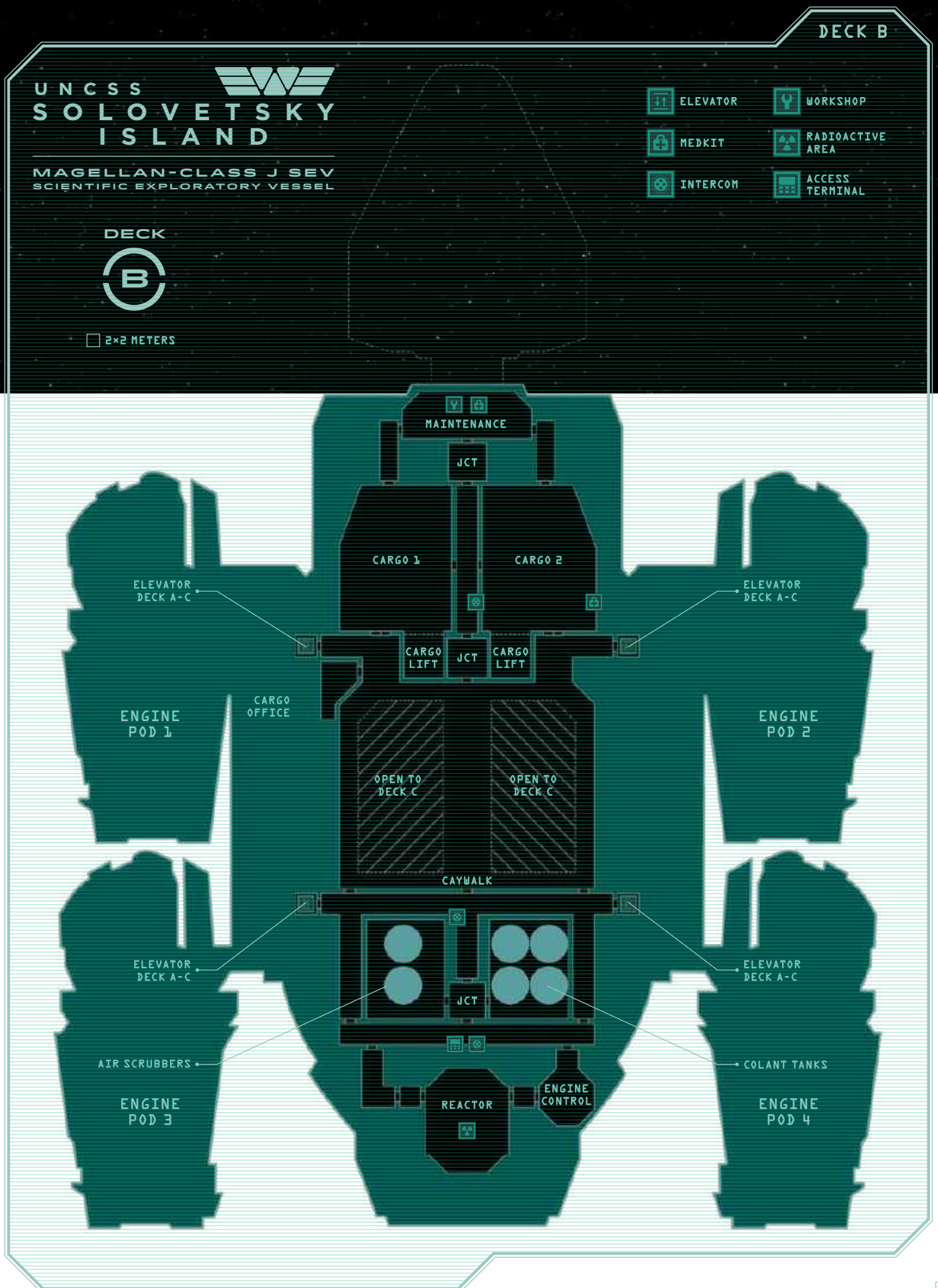
CLASS D SCIENCE BOAT
EEV PODS


DECK B
UNCSS
SOLOVETSKY
ISLAND
MAGELLAN-CLASS J SEV
SCIENTIFIC EXPLORATORY VESSEL
DECK
B
2×2 METERS
ELEVATOR
WORKSHOP
MEDKIT
RADIOACTIVE AREA
INTERCOM
ACCESS TERMINAL
MAINTENANCE
JCT
CARGO 1
CARGO 2
ELEVATOR DECK A-C
ELEVATOR DECK A-C
CARGO LIFT
JCT
CARGO LIFT
ENGINE POD 1
CARGO OFFICE
ENGINE POD 2
OPEN TO DECK C
OPEN TO DECK C
CAYWALK
ELEVATOR DECK A-C
ELEVATOR DECK A-C
JCT
AIR SCRUBBERS
COLANT TANKS
ENGINE POD 3
REACTOR
ENGINE CONTROL
ENGINE POD 4

DECK C

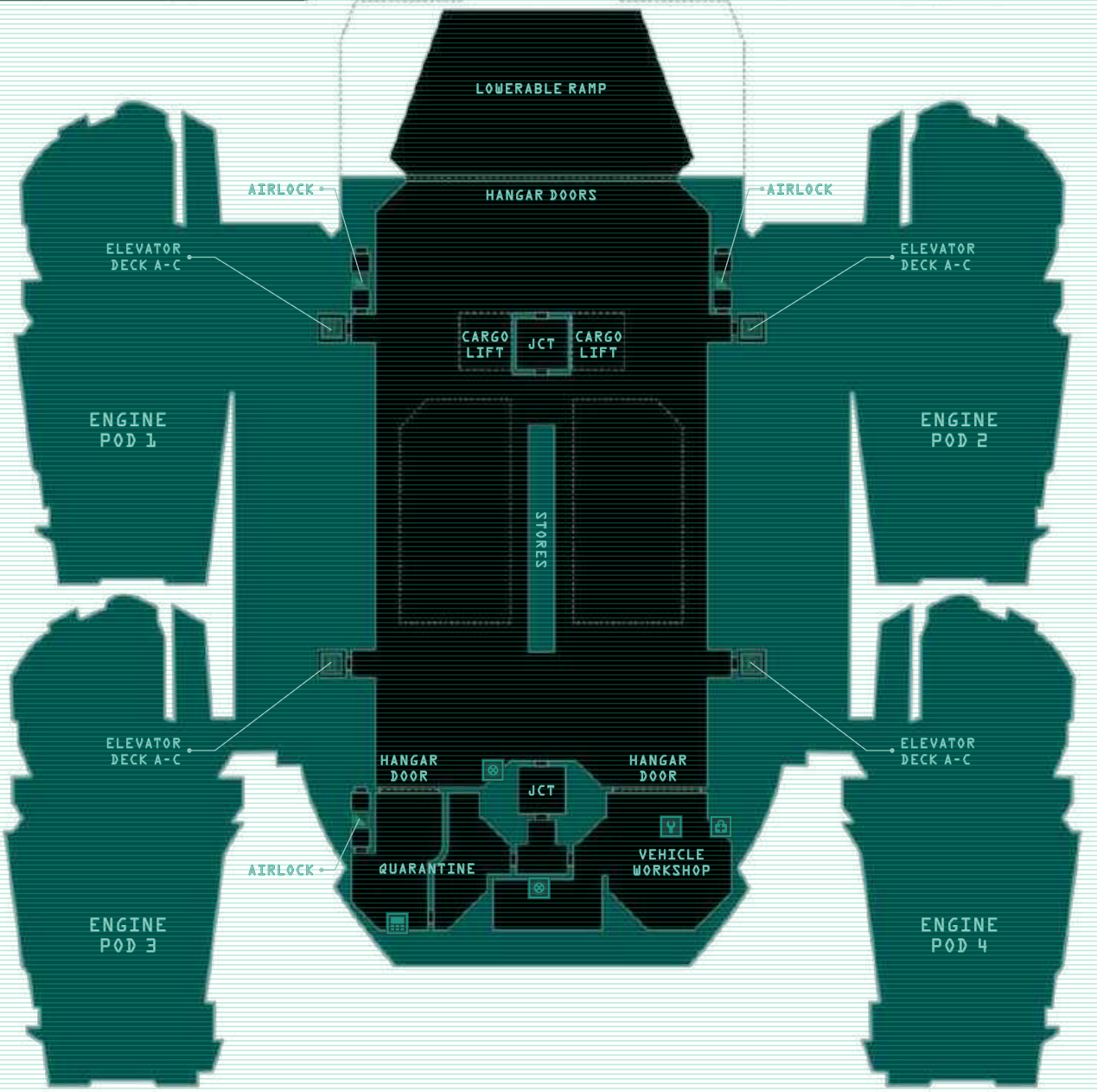
UNCSS
SOLOVETSKY ISLAND

MAGELLAN-CLASS J SEV
SCIENTIFIC EXPLORATORY VESSEL

DECK C

2×2 METERS

AIRLOCK
WORKSHOP
ELEVATOR
INTERCOM
MEDKIT
ACCESS TERMINAL



CREW: PILOT ANDI "DUDGE" DUDGEON

A lover of classical pop music from the 1980s, Dudge was run out of the Three World Empire for disobeying orders. He joined the UPP as a mercenary, married and made a life, becoming a naturalized UPP citizen in 2170.

He has no political axe to grind and supports the aims of the Great Mother Mission. However, General Ozolinski is using Dudge's wife and child, in cryos-leep aboard *Ìyánlá*, as a lever to get Dudge to feed useful information back to the UPP. He doesn't want to betray his shipmates, but his family will always come first.

As the campaign progresses Dudge will find this harder and harder to do, and the stress will show. If the PCs are kind to him, he may relent and tell them the UPP are using him as a spy. Dudge does not know about the UPP's plans to take control of the Great Mother Mission.

STRENGTH 3, AGILITY 4, WITS 3, EMPATHY 3

HEALTH: 3

SKILLS: Piloting 4, Mobility 2, Ranged Combat 2, Comtech 2, Observation 2

TALENT: Like the Back of Your Hand

GEAR: Presidium Mark VIII Advanced SE Suit, Rexim RXF-M5A3 EVA Pistol, M72 Starshell flare pistol

CREW: COUNSELOR LAKOTA MONROE

Monroe is proud of her ancient native Māori heritage, and her success within the 3WE hierarchy.

However, she openly approves of the New Albion Protectorate breaking away from the 3WE. She has no love for the UPP and will oppose them at every turn. Her role on the ship is that of counselor, medic, negotiator, and ambassador.

As the campaign progresses and she sees the carnage that is the Far Spinward Colonies after the 3WE abandoned them, she will become increasingly disillusioned and angry with the 3WE, disobeying orders and picking fights with 3WE shipmates.

STRENGTH 3, AGILITY 4, WITS 3, EMPATHY 5

HEALTH: 3

SKILLS: Close Combat 1, Command 2, Manipulate 3, Comtech 2, Observation 3, Medical Aid 2

TALENT: Influence

GEAR: Seegson P-DAT, medkit

CREW: PROSPECTOR EMILY QUINTANA

Quintana is an independent contractor, although she hails from the UA city of Zihuatanejo. She distrusts any big corporation and has little interest in politics. Her job is to prospect and assess colonies for commercial potential and development, but she just wants to get rich and doesn't care who she tramples to do it.

As the campaign progresses, she will keep an eye on how the PCs behave—are they hoarding finds just for themselves? If they are, Quintana will eventually demand to be cut into their scam or she will report them to the ICC authorities.

STRENGTH 3, AGILITY 3, WITS 5, EMPATHY 4

HEALTH: 3

SKILLS: Heavy Machinery 1, Ranged Combat 1, Observation 2, Comtech 2, Medical Aid 2, Piloting 1

TALENT: Second Wind

GEAR: Biohazard suit, CBR detection kit

CREW: SECURITY HAMIDAH AMIR

Amir was a Royal Marine before joining the expedition. Resourceful and strong-willed, she is disgusted that the New Albion Protectorate has had the audacity to break away from the 3WE. She hasn't confronted Monroe on her views, for the good of the crew and the expedition, but she's had to bite her tongue.

As the campaign progresses, she can't wait to get home and put the NAPRO back in its box, at the point of her rifle. With Lakota Monroe getting increasingly vocal in support of the NAPRO, Amir gets angrier. She will use force to make Monroe shut her mouth.

STRENGTH 4, AGILITY 4, WITS 3, EMPATHY 5

HEALTH: 4

SKILLS: Close Combat 2, Ranged Combat 2, Observation 2, Piloting 1, Medical Aid 1

TALENT: Past the Limit

GEAR: Personnel armor (Armor Rating 6), M41A Pulse Rifle, Weyland ES-7 Shockgun, combat knife

JAMES AND MISS SOPHIE

Nowhere near as advanced as Weyland Corp or Hyperdyne's synthetics, these Working Joes are simply designed to follow basic instructions and perform menial tasks.

They have cheap rubberized skin that gives them the appearance of animated mannequins. James and Miss Sophie, like the other Working Joes on the Great Mother Mission, are secretly slaved to MU/TH/UR 9000, allowing her to take direct control of them.

CREW: MECHANIC DAVOR KOBLENZ

UPP through and through, the grizzled Koblenz is a staunch man of the People and covert MSS operative. He cares deeply that the little folk should be rewarded for hard work well done. He knows about the UPP's plans to take control of the Far Spinward Colonies but will resist any attempt to get information out of him.

When the time comes for the UPP to take control, how Koblenz behaves towards the PCs will depend on how the PCs have treated him during the campaign.

STRENGTH 5, AGILITY 3, WITS 3, EMPATHY 4

HEALTH: 5

SKILLS: Close Combat 1, Ranged Combat 2, Comtech 2, Heavy Machinery 3, Manipulation 3

TALENT: True Grit

GEAR: Expedition fatigues, an early issue UPP ratchet, UPP-branded cap, Weyland ES-7 Shockgun

CREW: ICC INSPECTOR TAN BLATCHMAN

Blatchman is a career ICC inspector. He's heartily fed up with the likes of Weyland-Yutani flagrantly disregarding the rules and regulations, then laughing and getting off scot-free when they get caught. He is determined to see that this boat follows the letter of the law and has a clean record, and damn what the others on board have to say about it.

STRENGTH 3, AGILITY 3, WITS 4, EMPATHY 5

HEALTH: 3

SKILLS: Close Combat 1, Command 2, Comtech 3, Manipulation 2, Observation 3

TALENT: Stealthy

GEAR: Expedition fatigues in ICC livery, Seegson System Diagnostic Device, electronic tools

EXPLORING THE FAR SPINWARD COLONIES

A total of 18 star systems were colonized before the Isolation. Four are featured with detailed expeditions written for them that will develop the PCs' understanding of the Metapuzzle (see page 161). However, there are another 14 previously colonized worlds that the PCs could visit as part of the wider campaign, two expeditions where they will have the opportunity to colonize new worlds, and the PCs may wish to seek out entirely new planets for colonies to start afresh (using the rules in the Appendix: Building Your Own Better World on page 275).

The table below gives you some up-to-date information for every colony the PCs may want to visit and notes any relevant expedition or campaign event linked to that colony. Where these don't exist, you can randomly generate the current situation on those colonies, using the table on the next page to help. These provide a framework for you to build your own story for the other colonies. ■

D66	COLONY	SITUATION IN 2185	EXPEDITION OR CAMPAIGN EVENT
11–12	KOI-2650.01	Gorham Colony, a desolate and wind-swept mining colony, where only one outpost survives.	Expedition Home Sweet Home
13–14	KOI-784.01	Dylan Colony, a small community persists with some having turned to barbarism.	Expedition To Go My Own Dark Way
15–16	KOI-610.01	May Outpost, a population of thousands survive under the control of the Cooperative, with an Engineer pyramid nearby.	Expedition The Devil Lives in Still Waters
21–22	KOI-947.01	Pelican Colony, once the breadbasket of the sector, now an irradiated wasteland due to stellar activity with a crashed Engineer Guardian ship.	Expedition Let Sleeping Gods Lie
23–24	KOI-1938	Sanchez Colony has been destroyed—it's a nuclear wasteland and no survivors remain.	The campaign finale In the Shadow of Perfection
25–26	KOI-723.01	Kareti Colony. Taken by the Perfected and now a planetary Proto-Hive.	Campaign event Gorham's Marauders
31–32	KOI-1739.01	July Colony. Taken by the Perfected and now a planetary Proto-Hive.	Campaign event Gorham's Marauders
33–34	KOI-2290.01	Capelli Colony. Taken by the Perfected and now a planetary Proto-Hive.	Campaign event Gorham's Marauders
35–36	KOI-2418.01	Curzic Outpost, formerly under the CANC, this world fell into civil war. Those who could leave, left.	Roll on the Colony Situation Table
41–42	KOI-323.08	Platte Outpost—unknown.	
43–44	KOI-817.01	Brahms Outpost—unknown.	
45–46	KOI-1361.01	Blue Jay Colony—unknown.	
51–52	KOI-1404.03	Archimedes Colony—unknown.	
53–54	KOI-1430.01	Ute Colony—unknown.	
55–56	KOI-1686.01	Nightingale Colony—unknown.	
61–62	KOI-2020.01	January Outpost—unknown.	
63–64	KOI-2469.01	October Colony—unknown.	
65–66	KOI-2770.01	Izvinite Colony—unknown.	

COLONY SITUATION

Roll once per column or choose.

D66	SURVIVORS	SOCIETY	PROBLEM	FEATURE	RESOURCES
11–14	None.	None, it's anarchy—any survivors scrabble like vermin to survive.	The planet is a desolate wasteland.	A beacon faintly beeping.	Abysmal, this place has nothing going for it.
15–22	None.	It's total anarchy.	The planet is a desolate wasteland.	Underground survival shelters, open and abandoned.	Poor, archaeological interest only.
23–26	None.	Cultural collapse. Survivors speak a dialect the PCs don't understand.	A shift in the environment has made the climate scorching hot or deeply frozen.	An intensely radioactive source, masking something more interesting.	Poor, some low-level finds.
31–34	A scattered handful.	Barbarism, although loyalty in family groups.	A disease has laid waste to any life on this planet.	Excavated skeletons of many giant beasts lie in the dust.	Average, there may be potential here.
35–42	A scattered handful.	Tribal groups fight one another.	Indigenous predatory life stalks the world.	An atmosphere processor on overdrive, churning out exotic gasses.	Average, there may be potential here.
43–46	Small pockets of life. A few hundred souls at most.	A wary society but little conflict.	Severe volcanic or geological activity.	Ghostly signals with no obvious origin.	Average, there may be potential here.
51–54	A small population of 2D6 hundred.	A tenuous religious authority holds survivors together.	There is wreckage of a ship in orbit or on the ground.	An 'ark' either in orbit or on the ground, containing samples of the life that was once on this world.	Good, this planet looks promising, with some easy pickings.
55–62	A population of D6 thousand.	A warlord rules through strength and fear.	A Xenomorph variant is loose on this world.	A smashed Engineer relic.	Good, this planet looks promising, with some easy pickings.
63–66	A population of 2D6 thousand.	It's an orderly and peaceful community.	It's too late, the Perfected are already here and it's becoming a Proto-Hive.	A signal from the ship of a junior member of the 3WE royal family.	Superb, this is a Garden of Eden for a prospector!

THE METAPUZZLE

The six clues to the Metapuzzle will ultimately allow the PCs to reach the following understanding:

The Perfected spread an infection that wipes out life as the PCs know it, and they are intent on spreading it across the galaxy. But they need ships robust enough to travel the 30-parsec distance to the Middle Heavens, and the navigational data to make the journey—they are actively searching for both. However, the Perfected also believe that an Engineer relic, called "the Lychgate," will allow them to instantly make the crossing. This gate can be found in orbit around a super gas giant, called Ojo, in the KOI-1938 system.

But there is a twist—the Perfected know full-well they cannot operate the Lychgate, but it's a technological prize of such value they reason the humans will flock to it once they know it exists. The Perfected will use the Lychgate as a honey trap, to lure *Ìyánlá* to them so they can capture it and all its bounty.

Each clue is listed here with details on where the PCs can find it, and handouts are provided for your players (page 172). As the campaign is a sandbox and the expeditions can be played in any order, some care is needed to ensure the clues build the Metapuzzle picture at the right pace. The key clue is #5, which gives the PCs the spatial coordinates for the Lychgate itself. The clue states that DA/UT/UR 2200 aboard the *Solovetsky Island* is required to decode the coordinates, so it is entirely in your power to decide when that decoding is done, and the coordinates become available. This should happen towards the end or after you have played the first six missions, setting the PCs up for the race to the Lychgate and the finale.

THE SIX CLUES

#1 DATABASE READ-OUT FROM HMCSS JANKU: Found during the expedition Home Sweet Home, this clue explains that Gorham's Marauders are wiping navigation data from any ships and databases they can find and trying to stop the Perfected from spreading across space. The PCs should come to understand that there is a threat within the Far Spinward colonies that is seeking navigation data and wants to reach the Middle Heavens.

#2 MOTHER MA'KAYLA'S CRUMPLED LETTER: Found during the expedition To Go My Own Dark Way, this clue explains that the Children of the Two Divines are looking for ship parts and navigation data, are actively helping the Perfected, and have brought them some "gifts" (XX121 Ovomorphs) from the Middle Heavens. The PCs learn about the Children of the Two Divines, that they answer to someone or something they revere, and some information on the history of the Engineers and Xenomorphs taken from the journal of the Grand Seer, Jannes Ruedi.

#3 THE ENGINEER HOLO-GLYPHS IN THE ENGINEER CITY: This clue is found during the expedition Leave All Else to The Gods, and hints that the Engineers created the Xenomorphs and the Perfected. Realizing they could not control their creations, the Engineers fled this sector of space using a device they called the Lychgate.

#4 THE ENGINEER HIEROGLYPH IN THE PYRAMID: Found during the expedition The Devil Lives In Still Waters, this clue reveals that the Lychgate exists, and is some kind of gigantic Engineer relic that allows for instantaneous travel to anywhere in the universe.

#5 INTERPRETATION OF THE HOLOGRAM ORRERY ABOARD THE ENGINEER JUGGERNAUT: Found during the expedition Against A Sea Of Troubles, this clue gives the coded coordinates for the Lychgate, and shows it orbits a super gas giant. It makes it clear that the Perfected intend to go there and that the Engineers wanted to keep this artifact from them. The PCs need DA/UT/UR 2200 to decode the coordinates, and this may take some time.

#6 THE ENGINEER HIEROGLYPH IN THE GUARDIAN SHIP WRECKAGE: Found during the expedition Let Sleeping Gods Lie, this clue reveals that the Engineers created the Perfected and the Xenomorphs, that the Perfected forced the Engineers to flee from the Far Spinward Colonies region of space, and both the Engineers and the Perfected worship or revere the xenomorph, what they call the Destroying Angel. ■

DOWNTIME

EXPEDITION REPORTS

At the end of an expedition, the crew are expected to file a report. In game terms, the PCs report back to the android Gaius on *UNCSS Ìyánlá* (either in person or on comms), and he assesses the bonus situation. This should be role-played with the GM and should cover:

- A debriefing of the expedition.
- Recommendations for the future of the planet or colony in question.
- Requests for crew replacements, re-fuelling and supplies / repairs.
- Requests for bonuses based on:
- Activities over and above the call of duty—"that wasn't in my contract!" (1–2 extra weeks' salary)
- The discovery of something of financial or scientific value but without samples—*"we found something weird and pissed off, here are the co-ordinates!"* (1–3 extra weeks' salary)
- The acquisition of specimens or samples of potentially valuable assets—*"we found this.... Quick! Grab it before it runs off again!"* (1–10 extra weeks' salary, depending on the asset)
- The acquisition of xenobiological or Engineer specimens or artifacts—*"if this don't kill me, I'm gonna buy me a planet to retire on!"* (10+ weeks' extra salary)

The PCs should justify their claims and defend against the claims of others (PCs and NPCs) who may try to steal their credit, and their bonuses. This may require an opposed **MANIPULATION** test. However, the PCs should always feel hard done by, and aggrieved at the low rewards their hard work and personal risk seems to earn.

Once this is complete the PCs should decide where to survey next, possibly guided by the GM through the NPC Gaius.

DOWNTIME INCIDENTS

Between expeditions there's likely to be time to kill, either through re-supplies and repairs, or time traveling to the next expedition. Aside from spending their hard-earned XP, there are two things that can happen:

1 Each player takes center stage and narrates a scene involving their PC, how they are using their downtime, who they are spending it with and what they are doing. It might be an emotional moment (eg, checking on their husband in cryosleep on *UNCSS Ìyánlá*, or bearing their all over the horrors of the last expedition), or funny, exciting or plain mundane. But whatever the moment is, it belongs to that player and their PC, although the other players should be encouraged to build and develop the scene if they wish.

2 They can hear about how the rest of the Great Mother Mission is faring. Roll on the table on page 164 and fold the results into your growing campaign. ■

D6	DOWNTIME INCIDENTS
1	A random (non-expedition) colony has been explored. The PCs hear the results.
2	Nothing much to report—all is in good order.
3	There has been unrest between different factions within the Great Mother Mission. Either: the 3WE has been struggling with NAPRO sympathizers. Or: members of the UA and UPP have scuffled, and one person has been hospitalized. Or: the UNISC has tried to mediate between the antagonistic factions but only made things worse.
4	There is news from home. Either: the UA-UPP Frontier War is escalating, and hostilities are spreading. Or: more worlds have seceded from the 3WE and joined NAPRO.
5	Either: An unknown disease has been sweeping through the *UNCSS Ìyánlá's* crew. It doesn't seem serious, but she's been quarantined by the ICC for D6 weeks. No re-supplies or major repairs are available until the ICC lifts the quarantine. Or: The *UNCSS Ìyánlá* has suffered damage from a local neutrino burst. It's not serious but she must stop and undergo essential repairs for the next 6D6 days.
6	A maintenance failure on the *UNCSS Ìyánlá* and D6 × 100 sleeping colonists die. You decide if any of these are connected with the PCs, or if there was foul play behind the malfunction.

SESSION ZERO

"Session Zero" is the thrilling start to the campaign. Your players should create their PCs together and decide what roles each will play aboard their ship, the *UNCSS Solovetsky Island*. They will discover their political affiliations, family connections and learn of their NPC crewmates. They should be given Mission Contract and Colony Status handouts (page 172), giving them information on the Great Mother Mission and the eighteen colonies the mission is going to re-discover.

Once your players have had the time to ready themselves and ask any questions about the mission and their role in it, read the following text out loud:

WHAT'S THE STORY MOTHER?

Your Magellan SEV docks gently with the UNCSS Ìyánlá, secured to its docking ring alongside the three other SEVs—the Umsindisi, Chimata-no-kami and Typhoon. As clamps thunder quietly shut, you send a cheerful farewell message to Ìyánlá's captain, Tadesse Kondwani. "See you in two years!" comes the reply from the ship's android, Gaius, before you head to the cryo deck. Your ship's DA/UT/UR flickers her lights, and your canopy starts to close. The last thing you see is the distorted image of your ship's Working Joes—James and Miss Sophie, as you call them—and the last thing you hear is one of them whisper: "sleep well."

102 weeks and 5 days later, and thousands of W-Y dollars banked already—this is the way to make a living! Well, you think that until hyper-sickness kicks in and for the next twenty minutes you wish you were dead. An hour later and you're ready for the post-arrival briefing. You and the rest of the crew file quietly through the airlock, board the immense UNCSS Ìyánlá where you eventually take a seat in the spacious mess hall, alongside your fellow pioneers. The room buzzes with conversation, one hundred voices all talking about the same things: Have we arrived? What news from home? This coffee is still shit.

Then Governor Kholwa Abantu stands at the front, and calls for quiet:

"First, the good news. We have all arrived on the fringes of the Far Spinward Colonies without a hitch. Home is now more than 30 parsecs behind us."

"But talking of home, here's the bad news. The United Americas and Union of Progressive Peoples are at war. Fighting has broken out across the frontier and hostilities are ongoing. Furthermore, the world of New Albion has broken away from the 3WE and while there are no hostilities yet, some fear it may come to blows. But the political stupidities of our governments do not change the situation here. We are a United Nations expedition and have a mission to fulfill for the good of humankind, so leave your petty political rivalries back in the Middle Heavens!"

"And talking of bad news. We have not picked up any signals, as we had hoped we might. What this says about the fates of the people out here, we won't know until we explore. But as a precaution, for now we will keep two of our SEVs with Iyánlá and send only two—Typhoon and Solovetsky Island—to reconnoiter the old colonies. Good luck everyone, and please be careful out there."

There's a moment's silence, then pandemonium breaks out right before you. Valentina Berezi of the United Americas leaps to her feet, pointing her finger at the UPP General, Nurlan Ozolinski: "We can never trust you UPP bastards!" Ozolinski pulls himself to his impressive height, tense, restrained. Others start to shout, while Colonel Buston and Lynna Young-Hee of the 3WE try to intervene until they fall into an argument about the New Albion Protectorate. W-Y Director Kamal Vartouhi stands still to one side, arms crossed, an onlooker, while Governor Abantu waves his arms in a futile attempt to restore peace. Alecto Throop, the freelance search and rescue captain sitting next to you, leans over—calm and collected—she says: "Didn't think I'd have to rescue people from inside the mothership!"

KICKING OFF THE CAMPAIGN

The campaign kicks off right here. If the PCs don't intervene the arguments will escalate, and blows will be exchanged between lower ranked UA and UPP officers. The likes of Valentina Berezi and Nurlan Ozolinski will control themselves, just.

At a suitable moment, the PCs will notice the android Gaius has sidled up to them. He says: "Quite a display, wouldn't you say? I'm not convinced that these missions shouldn't be android only, if you ask me." He hands them a data disc: "Your assignments. I see little point in delaying your departure any further. I'll brief you in detail when you're en route."

The disc contains details of the colonies from the Colony Status handout, with three expedition locations of your choice (not including the finale), highlighted by Gaius as the PCs' initial assignments, to be tackled in any order they please. Once an expedition has been completed Gaius should give them another assignment, so the PCs have three options for as long as possible. You should feel free to add colony locations not covered by the expeditions (using the tables on page 279 to generate a scenario for those locations) or send your PCs on colonial survey expeditions to find new planets to colonize (using the rules on page 275 to generate new star systems and worlds), but these are entirely optional—you do not have to do this to have a full and exciting frontier campaign.

EXPEDITIONS

HOME SWEET HOME: Gorham Colony, KOI-2650.01. An arid and dusty planet, a mining colony of reportedly 1 million colonists in 2100. The PCs discover just one settlement of only two families, but their arrival re-ignites a deadly feud. They must prevent the feud killing the last survivors of Gorham Colony, as the planet itself tries to kill them all.

TO GO MY OWN DARK WAY: Dylan Colony, KOI-784.01. A humid world of extreme temperatures and tropical jungles, with extensive caverns exploited for mining in 2100. The PCs find a society on a knife-edge—a primitive community terrorized by feral barbarians, refugees from the Children of the Two Divines begging for help, and the death cult come to demand their wayward children back.

LEAVE ALL ELSE TO THE GODS: Sent on a colonization expedition, the PCs find they are not the first to arrive here. But, under orders from Governor Abantu himself, they establish a new colony. As the colony lays down roots the PCs make a terrible discovery—the ancient ruins of an Engineer city, and the horrors that await therein. They must confront the secrets of the city, to save themselves and the new colony.

THE DEVIL LIVES IN STILL WATERS: May Outpost, KOI-610.01. The PCs find a working community, but on the verge of insurrection. Can they bring peace to this conflicted society, prevent the UPP from taking control, and explore the secrets—and avoid the dangers—of an ancient Engineer pyramid, revealed by an earthquake?

AGAINST A SEA OF TROUBLES: The PCs are ordered to search for the missing ship, *UNCSS Typhoon*, and find it dead in space, its crew missing after the Perfected tried to capture it. They trace its path back to the two moons of a gas giant, to find one swamped by the Perfected's living Proto-Hive. They must explore a derelict Engineer Juggernaut and confront the Perfected to save the *Typhoon's* crew and escape alive to raise the alarm.

LET SLEEPING GODS LIE: Pelican Colony, KOI-947.01. Once a glorious agricultural paradise, Pelican Colony has been swept clean by solar radiation. The *UNCSS Solovetsky Island* finds a crashed ship—Gorham's Marauders—come to hunt the Perfected. Harassed by automatons trying to protect them, the PCs mount an expedition to an Engineer Guardian ship and must face the horrors that lurk in the ancient vessel.

IN THE SHADOW OF PERFECTION: In orbit around the planet Ojo, KOI-1938. The finale, as the PCs follow the clues to the Metapuzzle, and find the Engineer Lychgate. They face the Fulfremmen and Xenomorph hives aboard the structure, as both the UPP and the Perfected execute their plans to capture *UNCSS Ìyánlá* for themselves. ■

CAMPAIGN EVENTS

These campaign level events are intended to increase the tension of your campaign, as well as signal a countdown to the climactic last expedition, In the Shadow of Perfection. Some can be introduced at any time, or even played more than once, while others are intended to be introduced as the campaign matures. Guidance is provided in each event.

THROOP TO THE RESCUE

To be used at any time. Throop R&R will send one of their vessels, a standard Model CM-90S *Corvus* (page 180 of the core rulebook, but with an FTL rating of 4), commanded by Alecto Throop herself, to rescue the PCs. How this plays out will depend on the PCs' circumstances that require their rescue, but the rescue should go wrong, or be hampered in some way. The GM should decide how many days away rescue is, remembering that the PCs will have to hold out against whatever terrors are facing them until help arrives.

QUARANTINE IS NOT A DIRTY WORD

To be played at any time, but ideally when the PCs have made a big find and want to hide it from the ICC. The ICC have had enough with the endemic efforts to subvert their regulations and pull the wool over their eyes. The ICC Inspector, Tan Blatchman, orders all acquisitions and finds to be impounded indefinitely and placed into quarantine, and instructs the security team to enforce his ruling. All finds, specimens and samples that are aboard the PCs' ship, or brought aboard, will be thoroughly double-checked, and any that might contravene ICC quarantine rules (such as Xenomorph samples or eggs, or any Engineer tech) will be seized. The security officer on board, Hamidah Amir, is torn—she supports the ICC, but also sees the prospects for extra bonuses. How will the PCs try to convince Blatchman or Amir to turn a blind eye to their misdemeanors?

MU/TH/UR KNOWS BEST

To be played at any time. Weyland-Yutani, in the form of Gaius and MU/TH/UR 9000, suspect that the PCs are not telling them the truth about the treasures they have discovered. They put pressure on the PCs to supply their finds only to W-Y, and hint that if this was done without the oversight of the ICC or knowledge of the other factions, the PCs would be very well rewarded indeed. If the PCs decline, or agree but have no intention of following through, MU/TH/UR takes control of the ship's Working Joe androids, and uses them to covertly search for, and remove, any exciting finds without the PCs' knowledge (with MU/TH/UR's oversight, the Working Joes have **OBSERVATION** 7, **COMTECH** 6 and **MOBILITY** 5). When the PCs next check they may find their exciting discoveries are gone.

BAITING THE BEAR

To be played at any time. The PCs hear of unrest on the *UNCSS Ìyánlá*, with elements of the UA contingent skirmishing with UPP loyalists. It hasn't blown up into fighting yet, but it's a powder keg and people are playing with fire. On the PCs' ship, the 3WE ship's counselor and negotiator, Monroe starts gently baiting Koblenz, the UPP mechanic and any PCs who are UPP-affiliated. If the PCs do nothing, this will turn into a fight, with Koblenz throwing the first punch after Monroe's provocation. Depending on how the PCs resolve this, either one or both Monroe and Koblenz will hold grudges against them, for favoring the other in the dispute.

NOT SO STATE-OF-THE-ART

To be played at any time. The SEVs so generously provided by Weyland-Yutani aren't as super as everyone was led to believe—cutting corners and saving costs in construction means they all suffer from relentless mechanical glitches and failures. Whenever you wish, roll on the Minor Component Damage table on page 198 of the core rulebook, and the *UNCSS Solovetsky Island* suffers yet another breakdown. The repair takes one Shift to complete, but if the roll is failed, the PCs cannot make the repair until they dock with the facilities on the *UNCSS Ìyánlá*.

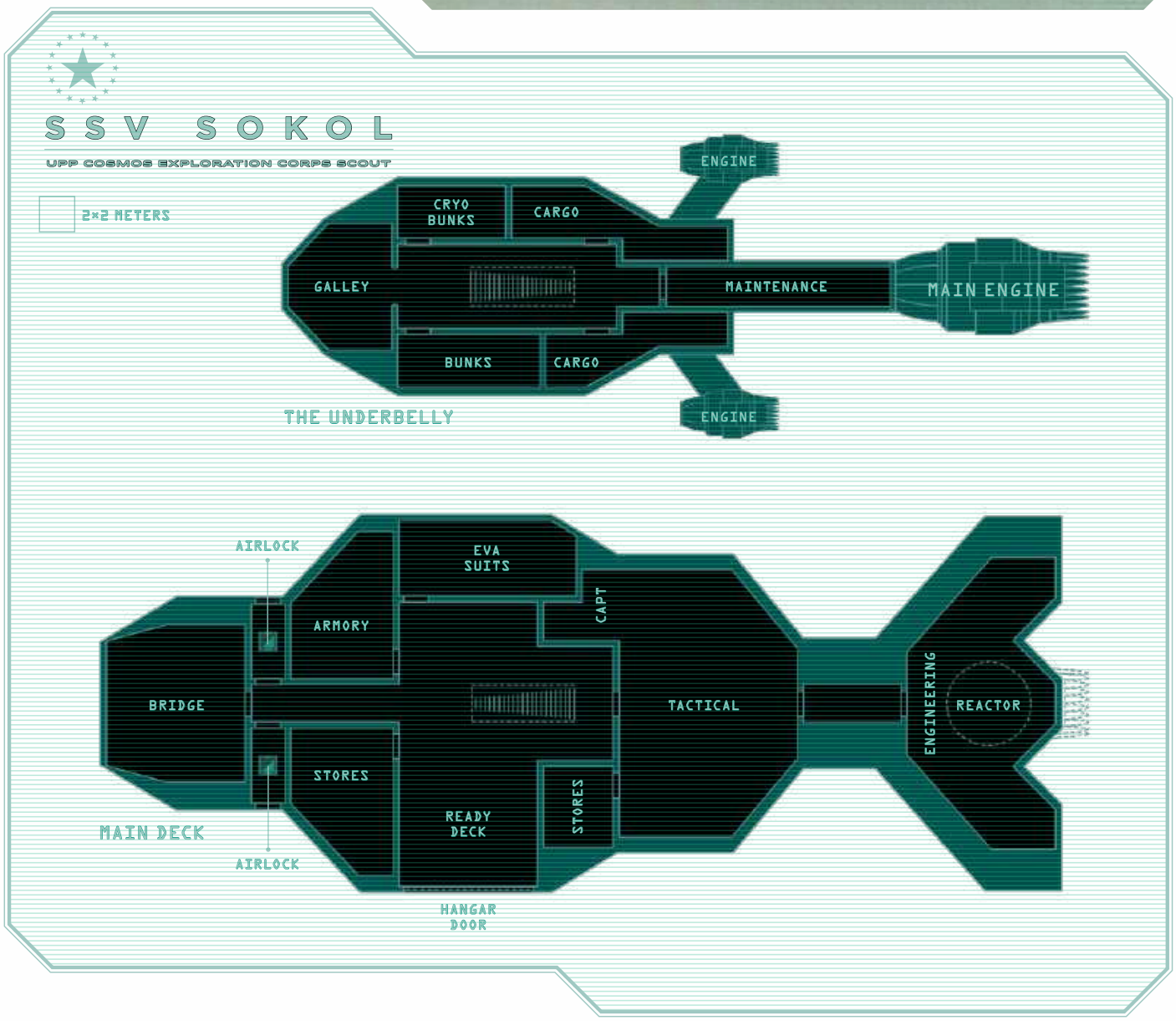
COOPERATIVE RAIDERS

To be played at any time. A Cooperative raiding party (one *Heliades*-class ship with two drop shuttles, each with eight soldiers) appears on the horizon and proceeds to land near the PCs. They are on a snatch and grab raid, looking for skilled people they can take home and put to work. If the PCs have completed the expedition The Devil Lives in Still Waters, they will have dealt with the Cooperative before, and this event will play out depending on whether the Cooperative are friends or enemies. Otherwise, this will be the first time they come across the Cooperative—the soldiers will be wary of the PCs, as they are obviously well-equipped with advanced technology, but will still look to kidnap some locals (or even the PCs).

UPP DEAD IN SPACE

To be played at any time. A UPP Cosmos Exploration Corps scout ship has been attacked by the Perfected. Before they were all killed, the UPP commander used a demolition charge to destroy the bridge (and himself) to deny the boarders the vessel (and the nav data). The PCs detect this vessel in space. It's lost its air and power, its side door has been blown off and it's in a slow roll. Three Proto-Hive Nodes, fleshy man-sized blobs, are on board, in Tactical, the Galley, and Maintenance. They are slowly converting the vessel into a tiny Proto-Hive. If the PCs board and investigate they can learn the following:

- This is an advanced scouting vessel, built by the UPP (as far as they know, the Great Mother Mission does not have this class of ship in its flotilla).
- The bridge was deliberately destroyed, but a successful **COMTECH** roll can retrieve two snippets: the nav data was deliberately wiped before the explosion that destroyed the bridge, and a reference to *"the Great Mother Mission Space Operating Forces contingent..."*
- There are crates of modern UPP weapons and equipment on board, including AK-4047 rifles and 6B90 Combat Armor.



FACING THE MARAUDERS

Should be played mid-campaign. The PCs detect a ship on their scanners. It is a Gorham's Marauders' *Corvus* Model CM-90S, with ten crew and armed with one Long Lance ASAT missile, four Short Lance ASATs and a Medium Railgun Turret. They intend to wipe the PCs' navigation data. Hailed by J.V. Gorham, she orders them to stand-to and prepare to be boarded. If the PCs cooperate, the Marauders will be firm but not violent. They will proceed to board and wipe the vessel's navigation data, re-installing enough for them to navigate the Far Spinward Colonies. If the PCs resist, the pirates will use enough force to convince them to surrender. If they run, the pirates will use their ship's weapons in an attempt to disable them. If the PCs try talking to Gorham, they may make an opposed **MANIPULATION** test to get Gorham to respond. If they succeed, they can learn the details of the first campaign clue (page 162), or have those details confirmed, if they have already found it. If the PCs have completed the expedition Let Sleeping Gods Lie they may have met J.V. Gorham before, and this event will play out depending on the relationship the PCs built with her.

WOLF IN SHEEP'S CLOTHING

Should be played mid-campaign. The PCs detect another vessel, a *Heliades*-class (page 74). Unknown to them, it's the Children of the Two Divines who have detected their ship and want to capture it for themselves. The devotees send a distress signal, calling for medical and humanitarian aid, claiming they have been drifting for days since their engines failed (a scan with a successful **COMTECH** roll will reveal that the *Heliades*' engines are warm, and have been recently operational). If asked, they will claim to be from Sanchez Colony, not realizing that the PCs may know that Sanchez was destroyed years ago. If the PCs dock, the Children will simply rush the airlock as soon as it opens, gaining surprise unless the players specifically state they are being cautious. Eight of the crew of twelve will rush aboard, to capture it, but at the least download navigation data from the bridge before fleeing. If the PCs try to intercept any communications from the devotees' ship, they will succeed with a **COMTECH** roll. They will hear a short exchange.

OUTGOING MESSAGE: "Intact vessel identified. We are moving to intercept. We will continue the task to locate the navigation data, the parts and fuel that you need for your fleet, but if the Angels are willing, we will bring you this vessel. Your odyssey across the Isolation's Gap to the Outer Rim can start immediately, and the rest can follow soon after. Before long, the whole Middle Heavens will be open to you."

INCOMING: "Acceptance. Hasten."

BRING THEM TO HEEL

To be played late in the campaign, but before the finale In the Shadow Of Perfection. The 3WE, angry at the growing support for the NAPRO, seizes all sympathizers in a coordinated operation. The commander of the *UNCSS Solovetsky Island* receives a message from Colonel Buston that all NAPRO sympathizers are to be arrested immediately (this includes Lakota Monroe and PC sympathizers), a command that has tacit support from the UNISC in a desperate attempt to keep the Great Mother Mission together. It's up to the commander and the PCs how this confrontation plays out on *Solovetsky Island*. ■

NON-PLAYER CHARACTERS

MINOR NPC STATS

NPC	STR	AGL	WIT	EMP	HEALTH	SKILLS	TALENTS	GEAR
Governor Kholwa Abantu	2	3	4	5	2	Observation 3, Manipulation 3, Command 2	Influence	Datapad, personal communicator
UNCSS Ìyánlá Senior Flight Officer, Captain Tadesse Kondwani	3	5	4	3	3	Observation 2, Comtech 2, Command 3, Piloting 3	Like The Back of Your Hand	Dress flight suit
W-Y Director Kamal Vartouhi	3	4	4	4	3	Observation 2, Command 1, Manipulation 3, Ranged Combat 1	Cunning	W-Y APE suit
UA Director Valentina Berezi	4	3	3	5	4	Observation 2, Stamina 2, Mobility 1, Manipulation3	Personal Safety	Notebook and solid gold pen
3WE Colonel David Buston	4	4	3	3	4	Close Combat 2, Ranged Combat 3, Command 3	Banter	Covert body armor (AP2), MP-4043 Grach pistol
3WE Administrator Lynna Young-Hee	3	2	5	4	3	Observation 3, Comtech 2	Stoic	Ready supply of Neversleep and Naproleve
ICC Superintendent Jim Busby	5	2	4	4	5	Close Combat 3, Stamina 3, Observation 2, Command 1, Manipulation 3	Nerves of Steel	Seegson P-Dat, computer terminal
TR&R Alecto Throop	3	4	3	5	3	Heavy Machinery 2, Piloting 2, Mobility 3, Ranged Combat 2	The Right Path	Eco All-World survival suit, M41A Pulse Rifle, M314 Motion Tracker
Hyperdyne Corp Director Pereira Abrams	4	3	4	4	4	Heavy Machinery 1, Command 1, Manipulation 2	Authority	Stylish overalls, tools
Omni-Tech CEO Kim Bak	3	4	4	4	3	Observation 1, Survival 2, Command 3	Talk Their Language	Flowing gowns with protective suit (Armor 2), hand fan
Kelland Prospector General Lee Taylor	3	5	4	3	3	Observation 3, Piloting 2, Heavy Machinery 2, Mobility 2	Prospecting	Personal communicator, binoculars
UNISC Peacekeepers	4	4	2	2	4	Close Combat 2, Ranged Combat 2, Stamina 1, Mobility 3, Survival 3	None	M3 Personnel Armor, Weyland Storm Rifle, E4 Electroshock Pistol, flashlight, personal medkit, 4 grenades, combat knife

NPC	STR	AGL	WIT	EMP	HEALTH	SKILLS	TALENTS	GEAR
Throop Rescue Experts	4	4	3	4	4	Heavy Machinery 3, Mobility 2, Survival 2, Comtech 2, Medical Aid 3	Spaceship Mechanic, Field Surgeon	Mk. 50 Compression Suit, E4 Electroshock Pistol, Starshell flare pistol, personal medkit
ICC Inspectors	3	3	5	3	3	Observation 3, Comtech 2, Command 2, Manipulation 2	Watchful	Seegson P-Dat, flashlight, "Do Not Cross" hazard tape, Seegson System Diagnostic Device
Corporate & Government Reps	2	3	5	4	2	Command 1, Manipulation 1, Observation 1	Personal Safety	Penlight, bribe money ($5,000), Personal Data Transmitter, voice recorder
Gorham's Marauders	4	3	4	3	4	Piloting 3, Mobility 2, Ranged Combat 2, Observation 3, Survival 1	EVA Specialist, Second Wind	Biohazard suits, E-7 Shockgun with KIP Baton Rounds, E-4 Pistol, Electroshock grenades
Children of the Two Divines Devotee	4	3	2	5	4	Close Combat 2, Manipulation 2, Observation 2, Ranged Combat 2, Mobility 2, Piloting 1	Hothead	Mk35 Compression Suit, Rexim EVA Pistol, Watatsumi Bolt Gun, club, knife, two doses of X-Stims
Cooperative Soldiers	4	4	3	3	4	Close Combat 2, Stamina 2, Ranged Combat 2, Mobility 1	Overkill	Kevlar vest, QSZ-203 Semi-Automatic Pistol, AK-4047, bandolier of six grenades, combat knife
UPP Cosmos Exploration Corps	5	4	3	3	5	Piloting 2, Mobility 3, Close Combat 2, Ranged Combat 3, Stamina 2	Zero-G Training	CCC4 Compression Suit or 6B90 Combat Armor, AK-4047 Rifle, MP-4043 Grach pistol
UPP Davydovich Combat Android	7	7	3	3	7	Close Combat 3, Mobility 2, Manipulation 3, Observation 3, Ranged Combat 3	Killer	6B90 Combat Armor, AK-4047, combat knife
May Colony Insurrectionists	3	3	4	5	3	Close Combat 2, Ranged Combat 1, Observation 3, Mobility 3	None	Various
Royal Marines	4	4	3	2	4	Close Combat 2, Ranged Combat 2, Mobility 2, Stamina 2	Rapid Fire	Kevlar armor, M41 Pulse Rifle, four grenades
Weylander Guards	4	4	3	3	4	Close Combat 2, Ranged Combat 2, Mobility, 1 Stamina 3	None	Leather armor (Armor 1), spear, cudgel

NPC	STR	AGL	WIT	EMP	HEALTH	SKILLS	TALENTS	GEAR
Feral Raiders	5	4	1	1	7	Close Combat 3, Ranged Combat 1, Mobility 4, Observation 4	Tough	Armor scraps (Armor 2), spear, large knife
Cliff-Dweller Workers	3	3	3	3	3	Stamina 2, Observation 1	None	Spear, worn knife
Walter Series Synthetic Platinum Edition—Gaius	6	4	6	4	6	Heavy Machinery 3, Close Combat 3, Comtech 3, Observation 3, Manipulation 3, Piloting 1	Breakthrough	P-DAT
	SELF-REPAIR: If they suffer a System Shutdown, a Walter Series android can self-repair and reverse that shutdown. This takes one Turn. If they suffer a System Shutdown a second time, they are disabled until externally repaired.							
Working Joes	7	2	1	1	7	Heavy Machinery 3, Comtech 3	Pack Mule	Maintenance jack, cutting torch
	CODEPENDENT OPERATION: Working Joes can only perform limited pre-programmed actions unless synced to a MU/TH/UR 9000 computer, which can temporarily add its own skills to a Working Joe.							
	ANDROID FLAW—SUBSTANDARD COMPONENTS: Any critical injury always triggers two rolls instead of one, apply both results.							

PLAYER HANDOUTS

PLAYER HANDOUT—MISSION CONTRACT

NO. 62-584-EM-ICC2

CONTRACT

This binding contract is signed between

..... employed as a

..... aboard the UNCSS Solovetsky Island and the United Nations Interstellar Settlement Corps, for a minimum duration of either: four years; or one day after all the Far Spinward colonies have been formally assessed (whichever is the sooner), at the rate of ..... Weyland-Yutani dollars per expedition week (one-quarter pay during periods of hypersleep).

The mission parameters—and your responsibilities under this contract—are as follows:

1. Establish contact with the Far Spinward Colonies and provide immediate humanitarian support as necessary.
2. Survey the sector and establish new UN-administered colonies.
3. Recover existing Colonial records for each colony, stored in local Long Data Discs.
4. Negotiate terms under which surviving colonies should return to UNISC oversight.
5. Assess the future technological, industrial and financial potential.
6. Adhere to all Interstellar Commerce Commission protocols and regulations and collaborate in the spirit of the greater good.

The Great Mother Mission consists of the Colony Vessel *UNCSS Iyanla*, the four Science Exploration Vessels, *UNCSS Umsindisi, Solovetsky Island, Chimoto-no-kami* and *Typhoon*, and the three support vessels of Throop Rescue & Recovery. Crew is from the Three World Empire, United Americas, Union of Progressive Peoples and independent contractors, with sponsorship by Weyland-Yutani, Hyperdyne Corporation, Omni-Tech Resources and the Kelland Mining Company. The mission comes under the auspices of the United Nations Interstellar Settlement Corps, under the command of UN Governor Khalwa Abantu.

Additional bonus salary may be earned for finds, discoveries or resource rights once any claim has been registered, logged, passed all Interstellar Commerce Commission regulatory checks (including obligatory quarantine requirements, where necessary) and its value formally assessed.

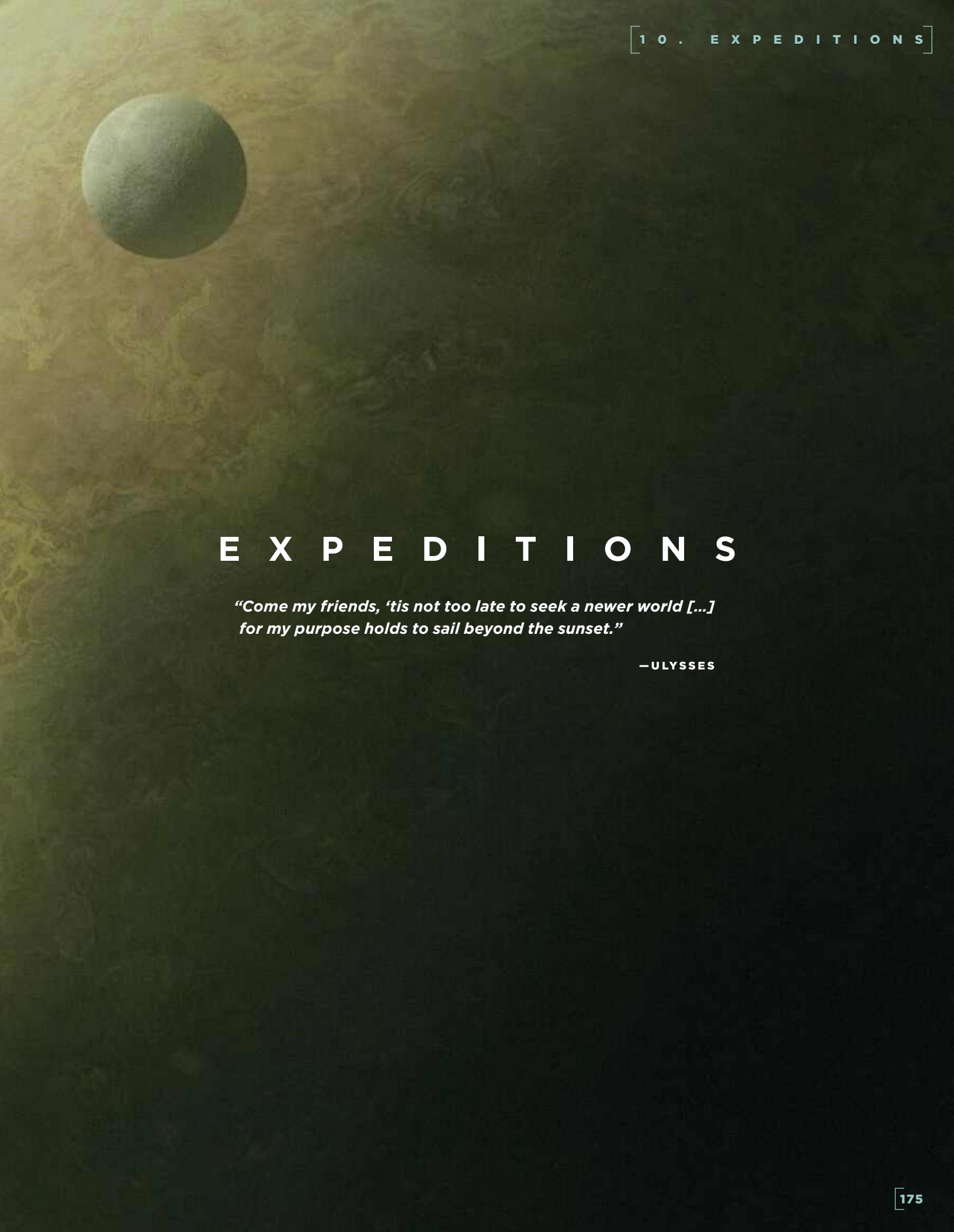
All wages will be forfeit if you fail to meet your responsibilities and / or your conduct fails to reach the minimum standards of behavior and professionalism, as noted in the Articles of Employment, pages 17–51.

Welcome aboard the Great Mother Mission!

ICC

PLAYER HANDOUT—COLONY STATUS REPORTS

COLONY	AVAILABLE INFORMATION, CIRCA 2100
KOI-323.08	Platte Outpost, a small 3WE science outpost analyzing the abundant micro-fauna on a steamy, volcanic planet. Population: 50
KOI-610.01	May Outpost, a 3WE Royal Marine outpost. Population: 900,000
KOI-723.06	Kareti Colony, science outpost. Population: 126
KOI-784.01	Dylan Colony, a mining colony. Population 90,000
KOI-817.01	Brahms Outpost, a mining colony on a frozen world. Population: unknown
KOI-947.01	Pelican Colony, huge agricultural colony, known as "the breadbasket of the frontier." Population: 6.5 million
KOI-1361.01	Blue Jay Colony, a society living in the arid deserts and ravines. Needs to import water to survive. Population: unknown
KOI-1404.01	Archimedes Colony, a bustling colony, and space port. Population: 20,000
KOI-1430.03	Ute Colony, with significant mining and heavy industry. The atmosphere is dusty and prone to storms. Population: 75,000
KOI-1686.01	Nightingale Colony, a lucrative and prosperous mining community on a world of super canyons. Population: unknown
KOI-1739.01	July Colony, mining on a rough and rocky planet. Population: 150,000
KOI-1938.01	Sanchez Colony, mining colony with some agriculture, great river plains. Population: 6 million
KOI-2020.01	January Outpost, a water world where the society lived on floating settlements, to study the abundant xenobiology of the planet. Population: 1.2 million
KOI-2290.01	Capelli Colony, sprawling urban administrative center. Population 1.6 million
KOI-2418.01	Curzic Outpost, a Chinese Asian National Congress (CANC) planet. Heavy industry. Population: unknown, but probably 1 million+
KOI-2469.01	October Colony, a coastal society of aqua-agriculture and mining. Population: 230,000
KOI-2650.01	Gorham Colony, a wind-swept mining outpost. Population: 1 million
KOI-2770.01	Izvinite Colony, an expanding community built on heavy industry and mining, surviving a harsh climate that generates silicate hurricanes. Population 780,000



EXPEDITIONS

"Come my friends, 'tis not too late to seek a newer world [...]
for my purpose holds to sail beyond the sunset."

—ULYSSES

1. HOME SWEET HOME

"An eye for an eye will only make the whole world blind."

—MAHATMA GANDHI

The PCs head to Gorham Colony, KOI-2650.01, a mining outpost on a deserted, dusty, wind-swept planet. They find only one occupied settlement, a ragged mining facility with just eight survivors. Their arrival re-ignites a feud between the colonists, erupting into violence as a huge sandstorm hits, shattering the base and leaving them defenseless against the deadly creatures of this world. They must deal with the feud and repair the facility—or find another way to survive—before these terrors of nature tear them all apart.

WHAT'S THE STORY, MOTHER?

Heading towards your destination, you receive a video call from Gaius aboard UNCSS Ìyáníá.

"Gorham Colony KOI-2650.01 is a mining colony. Established 2067. Terraformed. Our records show the planet is rich in pentlandite, iron ore and some trace elements. The population in 2100 was noted as one million. Founded by J.V. Gorham. Site of the deepest drilling, apparently, at 23 kilometers. Was introducing non-indigenous life to help with mining operations. Earth standard gravity, orbits a red giant star with a diurnal length of 36 hours. Arid with high winds and frequent sand storms.

That's all I have for you. As you know, our mission is first and foremost exploratory and humanitarian—see what's there and if anyone needs immediate assistance—then establish contact with any political authority and negotiate their return to the United Nations' fold. If there's no one there, assess the planet for immediate recolonization and don't forget to recover the colony's long data disc so we can analyze their history. You will need to file a Colony Potential Report—I'm expecting your assessments of future mining potential, scientific research opportunities, any local life that's worth investigating, and of course, any ad hoc opportunities for scientific, commercial or financial benefit.

You will report your findings back to me. Hail and farewell!"

WHAT IS GOING ON?

The surviving colonists at the Tontas Ravine mining facility, the Morino and Parks families, are old enemies, who put aside their vendetta and worked together out of necessity, to survive. After the Isolation they continued to mine pentlandite—a common ore they traded with other colonies.

Over the years that trade dried up, leaving them struggling to survive. Twenty years ago tensions flared, as did the feud. José Morino, the elder brother to Emilia, Diego and Danny, was shot dead by Patrick Parks. Patrick had sought revenge for the loss of his family at José's hands some years prior.

Realizing that feeding the vendetta would see them all dead, those left behind called a truce and tried to work together. Despite their differences, they have only survived thanks to this collaboration. Over the years they have collected a fortune in precious stones, but the gems have no value unless they can reconnect with civilization.

However, long-standing resentments and hatreds are always just under the surface, and both Diego Morino and Patrick Parks still harbor ice-cold dreams of vengeance.

The last people to visit Tontas Ravine before the PCs were Gorham's Marauders, one year ago (page 144). They found the NPCs' ship, HMCSS Janku, and wiped the navigation data from its memory banks.

Then the PCs arrive. Suddenly both the Morinos and Parks see a new future of luxury after so much misery. But there's no way they are going to share it with their oldest enemies, who necessity made allies but now are just getting in the way. Under the cover of a terrible sandstorm Danny Morino is murdered, and the feud is let loose once again.

CLUES TO THE METAPUZZLE

The PCs can find the first campaign clue (page 162) during this expedition, by learning from the NPCs that another vessel had been here a year before, its crew of raiders leaving them and the mine alone and only boarding the NPCs' old Bison ship, the *HMCSS Janku*, where they wiped the navigation data from its memory banks. Checking the *HMCSS Janku's* log will corroborate the clue.

GORHAM COLONY'S LONG DATA DISC

When the colony started to collapse the grandmother of the Morino siblings, Shaniah Morino, collected the colony's long data disc for posterity. It now sits gathering dust in the basement vault at Tontas Ravine. If the PCs ask the NPCs about it they will be told where it is, and can be escorted there to retrieve it, witnessing the way to access the vault and the other treasures it contains.

SOLAR SYSTEM & COLONY RECORD

KOI-2650 System and KOI-2650.01

KOI-2650.01

KOI-2650.01 is an arid Earth-like planet orbiting a red giant that gives a pale rusty-orange tinge to everything. Daily temperatures only reach 10 °C, and not quite freezing at night. It has a long diurnal cycle of 36 hours, with little axial tilt so day and night are both 18 hours long (three Shifts). The storms swirl contaminated dust into the air—anyone breathing it will suffer the effects of suffocation every Turn, or after any strenuous activity (page 110 of the core rulebook).

The planetary map gives you all the details you need for KOI-2650.01 should your PCs want to further explore or even colonize it, using the rules in the Appendix: Building Your Own Better World (page 275).

GORHAM COLONY

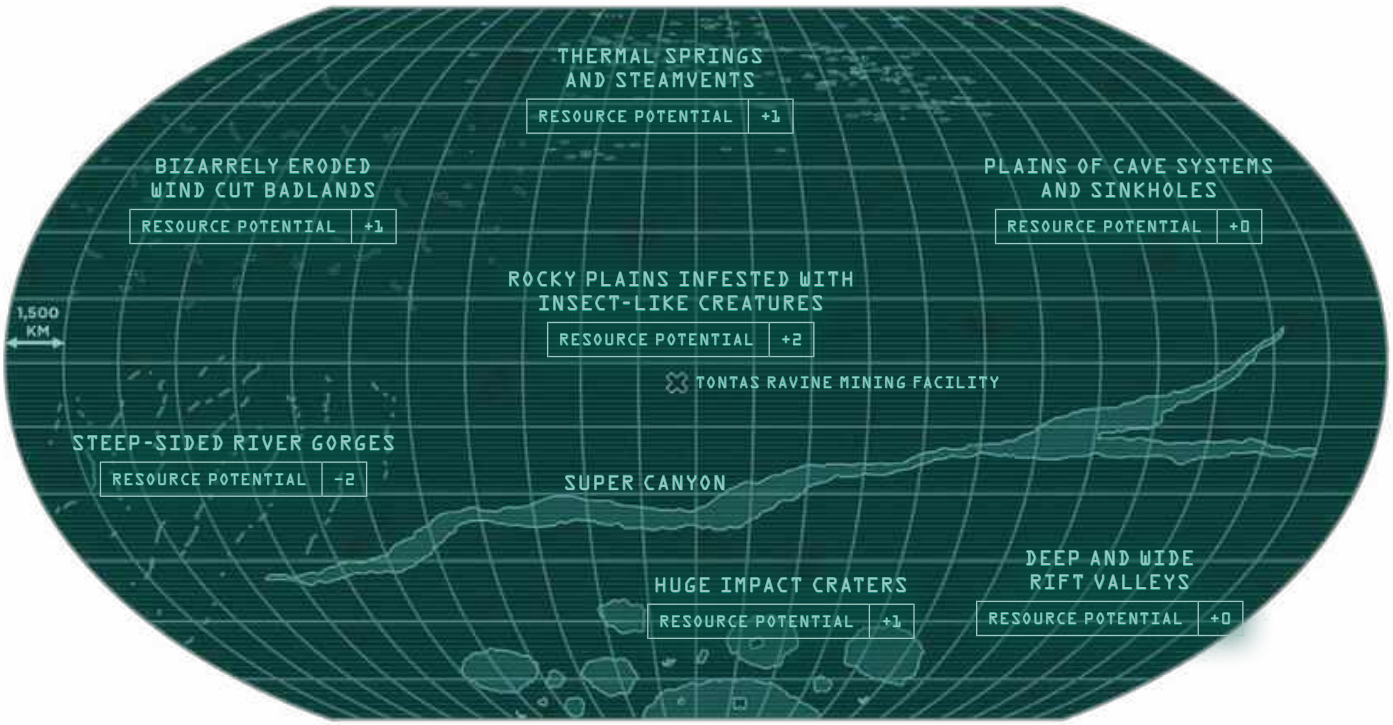
PARENT STAR	SURVEYED PLANET POSITION
Single Red Giant	1

GAS GIANTS	ROCKY PLANETS	ICE PLANETS	ASTEROID BELTS	RADIATION
5	3	5	2	NONE

PLANET SIZE	ATMOSPHERE	HYDRO-SPHERE	DAY LENGTH	AXIAL TILT
11,500 KM	Thin	Arid	36 Hours	None

GRAVITY	CLIMATE	GLOBAL FEATURE	ORBITAL PERIOD	PLANETARY PERSONALITY
1G	Temperate	World spanning super canyon	434 days	Cantankerous

KOI-2650.01



KICKING OFF THE ACTION

The action starts with the PCs aboard their SEV, scanning the planet. In between the frequent storms, they can make out the remains of isolated settlements across the planet's harsh, red-tinged landscape. All of them look industrial and mechanized, pipes and smokestacks, tanks and containers, all covered in dust. None of them look anything other than deserted and derelict.

If the PCs issue a radio call, they will get no reply—the Morino and Parks families will hear them but have learned to be cautious. They will wait at the facility to see what the PCs do. However, they cannot hide the heat signature and electrostatic noise Tontas Ravine gives out.

The PCs can pinpoint the location, in the middle of a vast rocky plain, cracked like a broken pane of glass with ravines, chasms and canyons. A fly-over reveals the facility, tucked neatly at the bottom of a wide ravine. It has power, and on the plain above there's the glint of solar panels and the whirring of windmills. About 500 meters away along the ravine rests the derelict remains of an old Bison-class ship next to what looks like a crude access ramp to the ravine floor, big enough for a Daihotai 8×8.

It is impossible to land inside the ravine, and landing near it is dangerous due to the uneven and broken ground (−3 modification to **PILOTING**). Landing next to the Bison is easy enough, but still requires a **PILOTING** roll. A failed roll means the ship has landed heavily, taking D3 points of damage.

SHORE PARTY: Tan Blatchman, the ICC Inspector aboard the *Solovetsky Island* (page 159) demands to come planet-side with the PCs, to see firsthand how they go about applying ICC protocols in the field. He will not cope with danger well and will need protecting. Possibly an opportunity for the PCs to get rid of their troublesome inspector, if they wish to do so.

THE CALM BEFORE THE STORM: When the PCs arrive at the mine, they see six people waiting to welcome them: Emilia, Diego and Danny Morino, and Morgan, Violet and Benny Parks. Maya Morino and Patrick Parks have taken their WY-37B Transport Sled (page 146 of the core rulebook) to make a food gathering run 100km to the north. They are all armed, except Benny, but cautiously wary rather than threatening. Emilia leads the conversation, saying they don't see a lot of folks around these parts, these days. She will demand to know who the PCs are, where they are from and what they are doing here.

It's up to the PCs how they convince them they are there to help, but when they explain they are a rescue mission from Earth there will be a moment of dawning realization on the NPCs' faces—more than relief or excitement, as they all realize their lives are about to change dramatically, and they don't need—don't want—the other family anymore. The PCs can notice this dawning realization with a successful **OBSERVATION** roll, but if questioned the NPCs will simply say they are relieved that help has arrived.

This is an opportunity for the PCs to question the Morinos and Parks, explore the facility and learn about the history of Tontas Ravine. They should also learn about the Gorham's Marauders' raid of the previous year, and the NPCs can bring up their agendas with the PCs, and see how they react.

THE STORM: After the PCs' arrival, and at a point to best build the tension, a huge dust storm brews up and brews up fast. The following happens:

They receive a call from their pilot "Dudge" (page 157) aboard *UNCSS Solovetsky Island*. He reports that a storm is incoming, that it's close and it's big. The PCs are too far away for recovery before it hits, so Dudge is taking the ship into orbit to avoid damage.

Emilia Morino tells the PCs they can weather the storm in their storm shelter, for staying outside could be fatal. Any PC who insists on staying outside the storm shelter suffers an eight Base Dice, Damage 2 attack from the dust, winds and falling debris each Turn until the storm blows itself out one Shift later.

The other NPCs disappear to secure the facility as best they can before the storm hits.

Benny Parks takes the opportunity to confront Danny Morino about the affair with his mother. They scuffle outside Danny's pod, and Benny hits Danny with a wrench. In a panic Benny drops the bloody wrench and leaves Danny, unconscious, where he fell, where the storm will kill him, but not before stealing Danny's keycard to the vault and hiding it inside his boot. He dashes to the storm shelter, in a sweat.

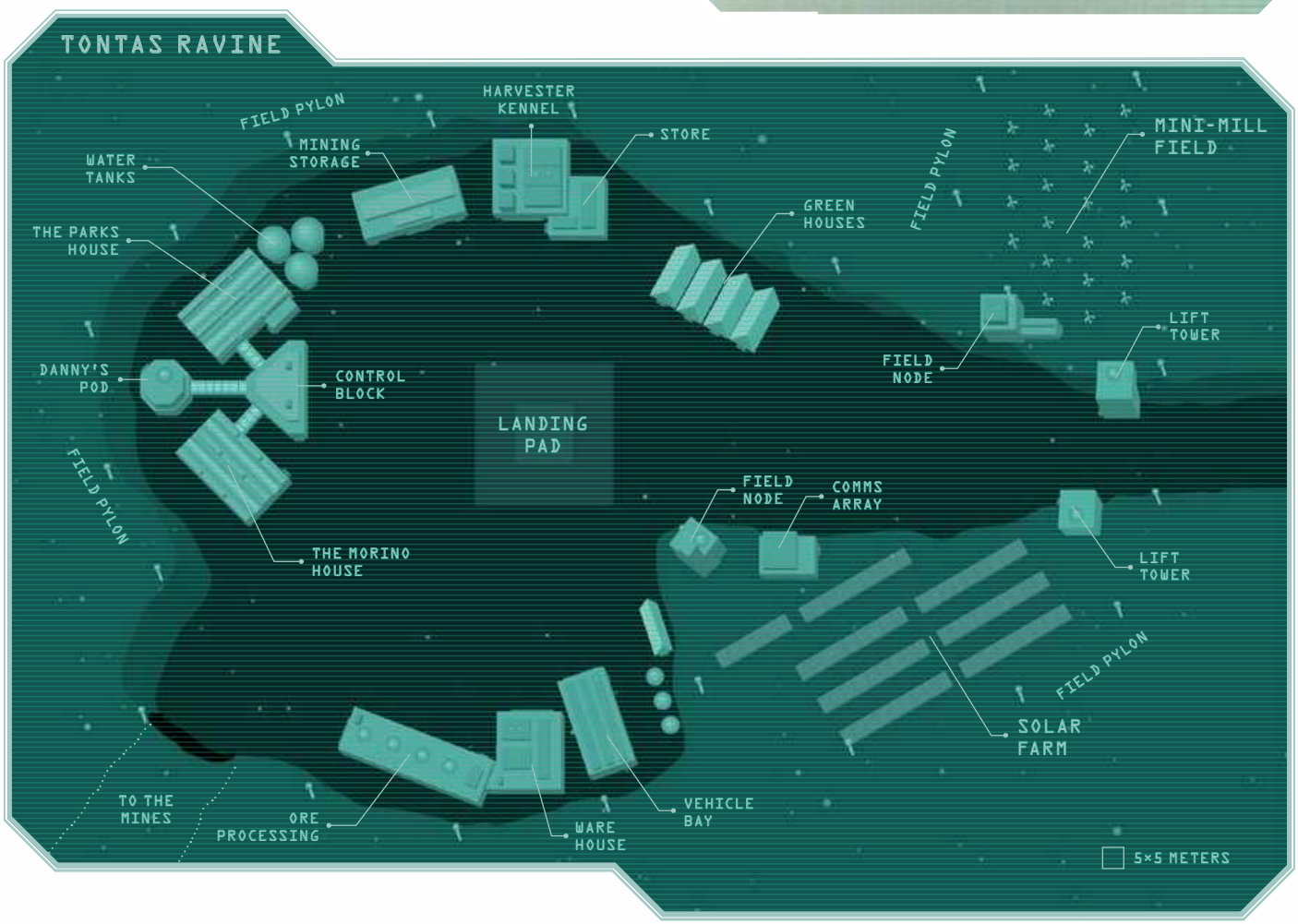
As the storm hits and Danny doesn't appear at the shelter, Violet becomes distraught. If the PCs don't intervene, Benny holds her back while Morgan Parks seals the shelter hatch. Violet punches Morgan, accusing him of leaving Danny to die, and the PCs will learn of the affair.

THE ESCAPE: The storm lasts one Shift and destroys the water tanks, flooding the basement and the access tunnel to the storm shelter, from which the PCs must escape. The shelter's roof hatch opens upwards. It's stuck by the weight of water above it and needs a firm push to force it open. When opened, water will immediately gush into the shelter (+1 **STRESS LEVEL** to all), but if they let go of the hatch the weight of water will close it, trapping them but stopping the flood. Once the hatch is fully open it will take the water two Rounds to completely fill the shelter.

When fully submerged, the PCs will need to make drowning tests each round (page 110 of the core rulebook) until they escape. They may plan their escape before they open the hatch, in which case they act in whatever order they have agreed. Otherwise, draw initiative to see who goes first. Each PC needs to make a successful **MOBILITY** roll to escape, but if they fail, they are stuck for the Round and are blocking the access tunnel. Those behind are stuck unless they make a **CLOSE COMBAT** roll to drag the blocking character back down and out of the way.

THE AFTERMATH: The storm has done terrible damage:

- The base is dark and silent, with no power—only gloomy red sunlight seeps in.
- The water tanks collapsed, smashing the Parks' house and leaving a gaping hole running from roof to foundations.
- The giant door to the Harvester kennel is battered and standing wide open, the Harvester nowhere to be seen.
- The vehicle bay has collapsed, and the tractor is lying on its side badly damaged, at least one rugged tire shredded and useless. Any vehicle the PCs brought with them is equally smashed.
- The comms aerial, that should be standing atop the comms array on the southern cliff, hangs over the precipice, held by a tangle of cables.
- There is no way to contact the SEV now, with the base comms out of action and the storm still raging in the upper atmosphere, effectively jamming the PCs' own comms.
- The windmills are bent and broken—some missing entirely—but many still stand and look like they might be operable.
- Violet Parks is desperate to find Danny Morino, in the hope that he is safe.



EMILIA MORINO

Responsible, considerate, and caring, the 43-year-old Emilia still misses her brother, José, killed nearly twenty years ago by Patrick Parks. She is convinced the Parks will make some kind of aggressive move against her family, and try to take the stash of gems, and the claim, for themselves. She fears the unnecessary suffering this will cause when everyone can be rich as Croesus. Emilia will try to keep her brother, Diego, calm, but wants the PCs to take charge and keep the peace.

STRENGTH 3, AGILITY 3, WITS 4, EMPATHY 4

HEALTH: 3

SKILLS: Command 3, Comtech 1, Heavy Machinery 2, Manipulation 2, Mobility 1, Piloting 1, Ranged Combat 1

GEAR: Protective clothing (Armor Rating 2), 37A2 shotgun, vault keycard, hologram of José Morino

DANNY MORINO

Selfish and lazy, the 29-year-old Danny is not liked by his older siblings, and over the years they have given up trying to get him to be responsible. He has read all the histories on life before the isolation and wants that for himself—he doesn't care who he tramples to get it. His love affair with Violet Parks was a bad mistake. He immediately sees that the PCs' arrival will set-off the bloody feud once again and wants to stay out of the crossfire. He will ask the PCs for a job.

STRENGTH 3, AGILITY 4, WITS 3, EMPATHY 5

HEALTH: 3

SKILLS: Comtech 2, Heavy Machinery 1, Manipulation 2, Ranged Combat 2

TALENTS: Husbandry (page 49).

GEAR: Protective clothing (Armor Rating 2), an old Weyland Corporation chit for a return flight to Earth, 37A2 shotgun

DIEGO MORINO

Quiet, angry, and vengeful, Diego, 39, cannot shake the vision of his older brother, José, dying before him, having been shot by Patrick Parks. He has never forgiven the Parks and now it's time for them to pay for what they have done. With murder in his heart, Diego will try to cut a deal with the PCs for their help against the Parks but is determined to kill Benny so Patrick Parks will suffer.

STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 4

HEALTH: 4

SKILLS: Close Combat 1, Comtech 1, Manipulation 1, Medical Aid 3, Mobility 1, Ranged Combat 2

TALENTS: Hothead

GEAR: His father's old .357 Magnum (one reload), medical kit, protective clothing (Armor Rating 2)

MORGAN PARKS

Outwardly calm and content, but seething inside, 49-year-old Morgan knows his wife, Violet, is having an affair with Danny Morino. Knowing that his father Patrick will want revenge on the Morinos, he will argue to have his father recalled as soon as the storm passes, and they repair the communications equipment. He will tell the PCs they cannot trust the Morinos' word, and the PCs should work with the Parks family alone, hinting at a nice cut for them if they comply.

STRENGTH 3, AGILITY 3, WITS 5, EMPATHY 3

HEALTH: 3

SKILLS: Comtech 2, Heavy Machinery 1, Mobility 1, Observation 3, Piloting 1, Ranged Combat 1

TALENTS: Watchful

GEAR: Protective clothing (Armor Rating 2), M4A3 pistol, combat knife, vault keycard

VIOLET PARKS

No-nonsense, manipulative, and argumentative, 42-year-old Violet works as a roughneck and Harvester handler. Married to Morgan, she has been having an illicit affair with Danny Morino for months, right under her husband's nose. She's in love with Danny and wants to take their share of the fortune and escape this place. She needs the vault keycard Morgan has and won't let him stand in her way. She will try to gain the PCs' sympathies by making up lies about Morgan's abusive treatment of her.

STRENGTH 4, AGILITY 4, WITS 4, EMPATHY 4

HEALTH: 4

SKILLS: Close Combat 2, Heavy Machinery 2, Mobility 1, Manipulation 3, Stamina 3

TALENTS: Husbandry (see page 49)

GEAR: Protective clothing (Armor Rating 2), heavy wrench

BENNY PARKS

Kind, naive and easily agitated, Benny, 18, has a sunny disposition despite the constant bickering between the families. He just wants everyone to get along and for the PCs to make everyone friends again. He's not clever and isn't trusted with any responsibility. He hates that Danny Morino and his mother are having an affair and decides to have it out with him—this turns into a violent argument just as the storm hits that leads to Danny's death.

STRENGTH 3, AGILITY 3, WITS 2, EMPATHY 5

HEALTH: 3

SKILLS: Close Combat 2, Comtech 3, Mobility 1, Stamina 1

GEAR: Protective clothing (Armor Rating 2), Danny Morino's vault keycard

TONTAS RAVINE

The ravine walls are 40 meters high and sheer. They cannot be climbed (although an enterprising player with a Harpoon Grappling Gun can give that a try, with a successful **RANGED COMBAT** roll to shoot the grappler, and a **MOBILITY** roll to climb up).

HMCSS JANKU: The ship, 500 meters east along the ravine, is not space worthy and has been left to gather dust. Leggy-snakes (page 189) have nested in it, but they won't attack the PCs unless you feel it adds to the scene. They skitter and slither and make a noise that should be used to up the tension. There is just enough power left to fire up the computers, so the PCs can download the logs and see what Gorham's Marauders did to the ship (the first clue of the campaign, see page 162).

ORE PROCESSING PLANT: Ore is dropped into a huge hopper that produces nuggets of pure pentlandite, then automatically packaged and stored in the warehouse. If the machine is on and someone falls into the hopper they are killed.

VEHICLE BAY: There is room in the bay for the facility's Daihotai 8×8.

MINING STORAGE: This huge storage bay contains twenty seismic charges (Blast Power 10), four power packs (Power Supply 2 each) and five portable air canisters (Air Supply 3 each). Additionally, it will have anything that the players can reasonably convince you would be in the warehouse of a frontier mining facility.

THE HARVESTER KENNEL: Built to contain the Harvester, this structure is of the toughest materials available but will be difficult to repair (**HEAVY MACHINERY** at –3 and a Shift of work). The adjacent storage shed has five electro-prod "zappers," and three power packs with Power Supply 3 each. It also contains the remote switch (Power Supply 1) that detonates the electric charge attached to the Harvester's harness to subdue it. To activate the switch requires a Power Supply roll, a successful **COMTECH** test, and to be within **MEDIUM** range of the beast. The attempt can be repeated if failed. If successful, the Harvester will be subdued and not act for a Turn unless it suffers damage.

SOLAR FARM: The solar panels often get clogged with dust which stops them working. It takes one person a full Shift to clean them all off, but once complete, the power will come back online, as long as there's sunshine.

FIELD NODES: The field nodes transfer power from the solar panels and mini-mills to the rest of the base, as well as power the pylons to create the electric field that repels the insect swarms. If a field node is broken, it will take a **COMTECH** roll and a Turn of work to fix.

FIELD PYLONS: The pylons create a 20-meter-high flickering electric field that encircles the top of the ravine and defends against the native insects. If any of the pylons are broken, the field cannot work. A repair takes a **HEAVY MACHINERY** roll to realign the pylon (taking one Turn), then a **COMTECH** roll to re-connect it with the field (another Turn of work). Once activated, anyone touching the field will take a twelve Base Dice attack, Damage 1. However, if the target takes no damage whatsoever, the field has flickered, and they have passed safely through (a desperate PC may try this if the only other option is being eaten alive by the Swarm).

COMMS ARRAY: This needs to be online for any communications with the SEV or the Cargo Lifter. If the aerial is broken, it needs two people to manhandle it back into place, with a successful **STAMINA** roll and a **HEAVY MACHINERY** roll to repair it, a job that will take a Shift to complete.

LIFT TOWERS: The towers are made of thin scaffolding, with an elevator that works when the base has power and a rickety set of steps.

MINI-MILL FIELD: Used to generate power but susceptible to storm damage.

THE MINE: The tunnel runs for 100 meters before it opens into a circular strip mine with concentric circles going deeper and deeper. This chamber has a self-powered generator and floodlights but there's no way out other than through the ravine.

THE CONTROL BLOCK

This is the main area of the facility where everyone has full access. It's spartan and functional.

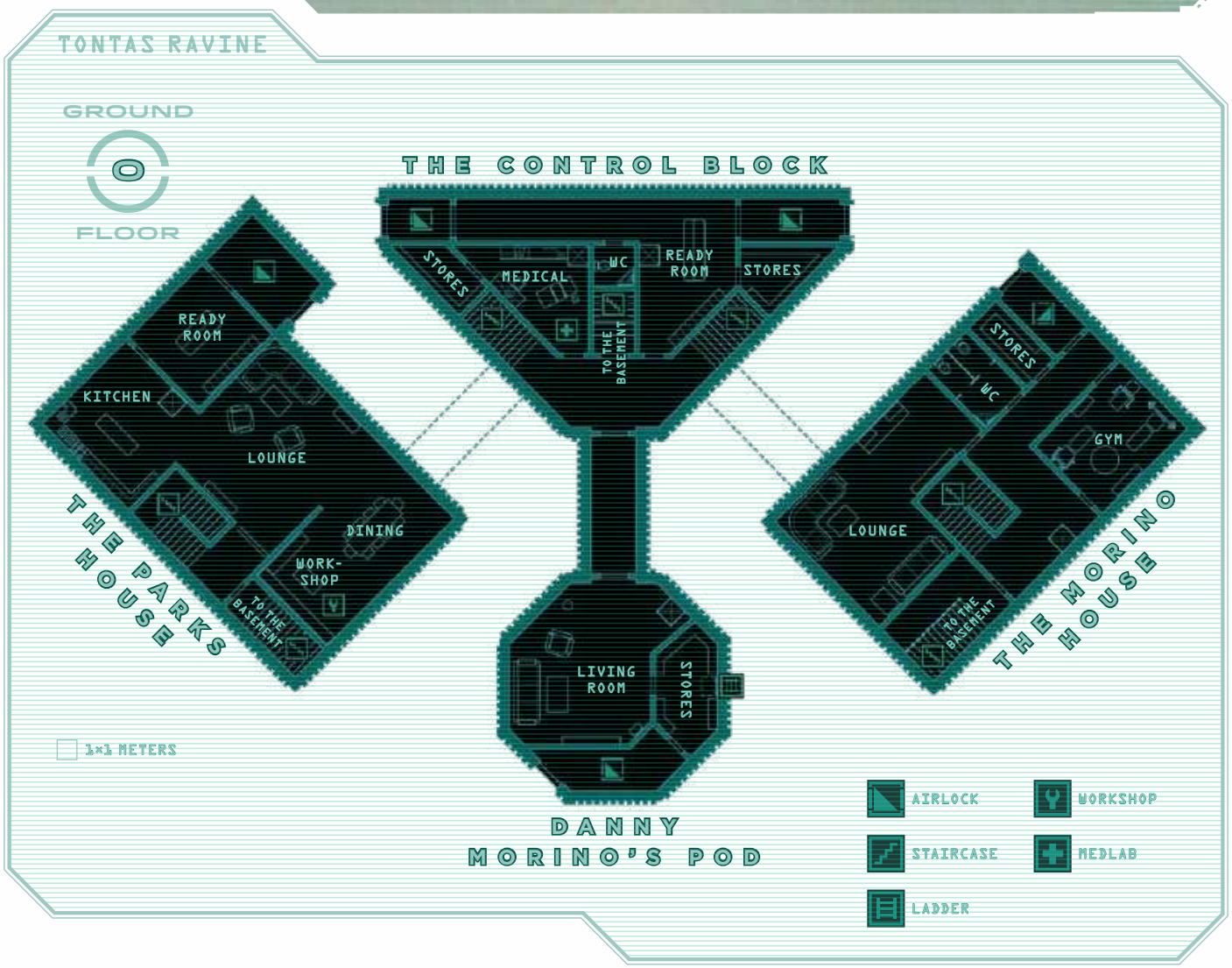
MEDICAL BAY: It has an AutoDoc (+2 to **MEDICAL AID**), two doses of leggy-snake anti-venom, five personal medkits, and twenty doses of Neversleep.

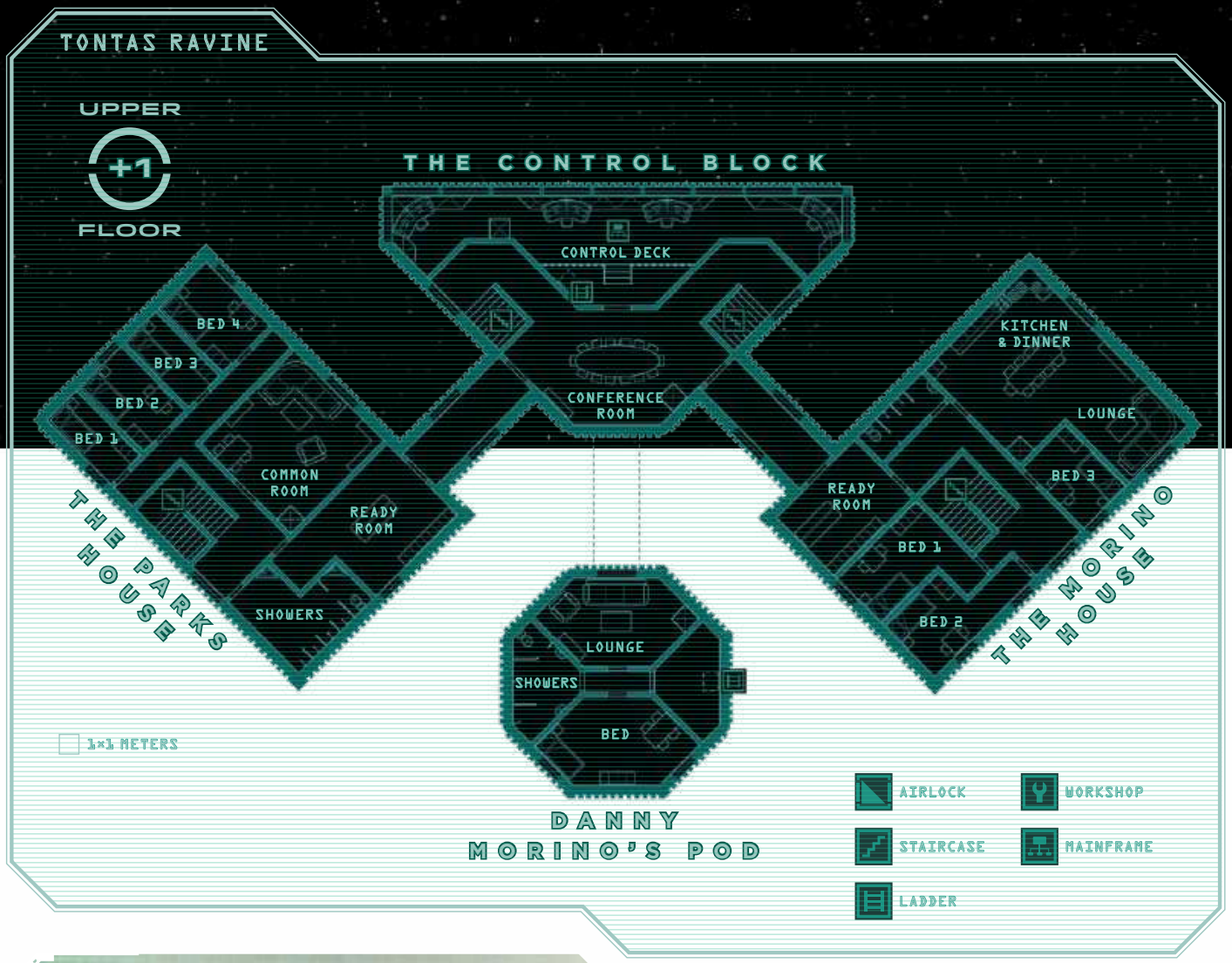
READY ROOM: Benches line the wall and lockers stand in the middle. There are several heavy weather jackets here.

STORES: There are two protective suits here (Armor Rating 2) and five respirator units, but no Air Supply for any of them. There are also two Space Sub ASSO-400 Harpoon Grappling Guns.

CONFERENCE ROOM: A large table dominates the room, with a window looking west, across Danny Morino's pod and the cliff.

THE CONTROL DECK: The Control Deck has panoramic windows that give the best view eastwards along the facility and down the ravine. There are four control desks that can remotely control all the key systems. A ladder leads to the roof hatch.





THE PARKS HOUSE

Decorated in an old frontier style this place is homely and comfortable.

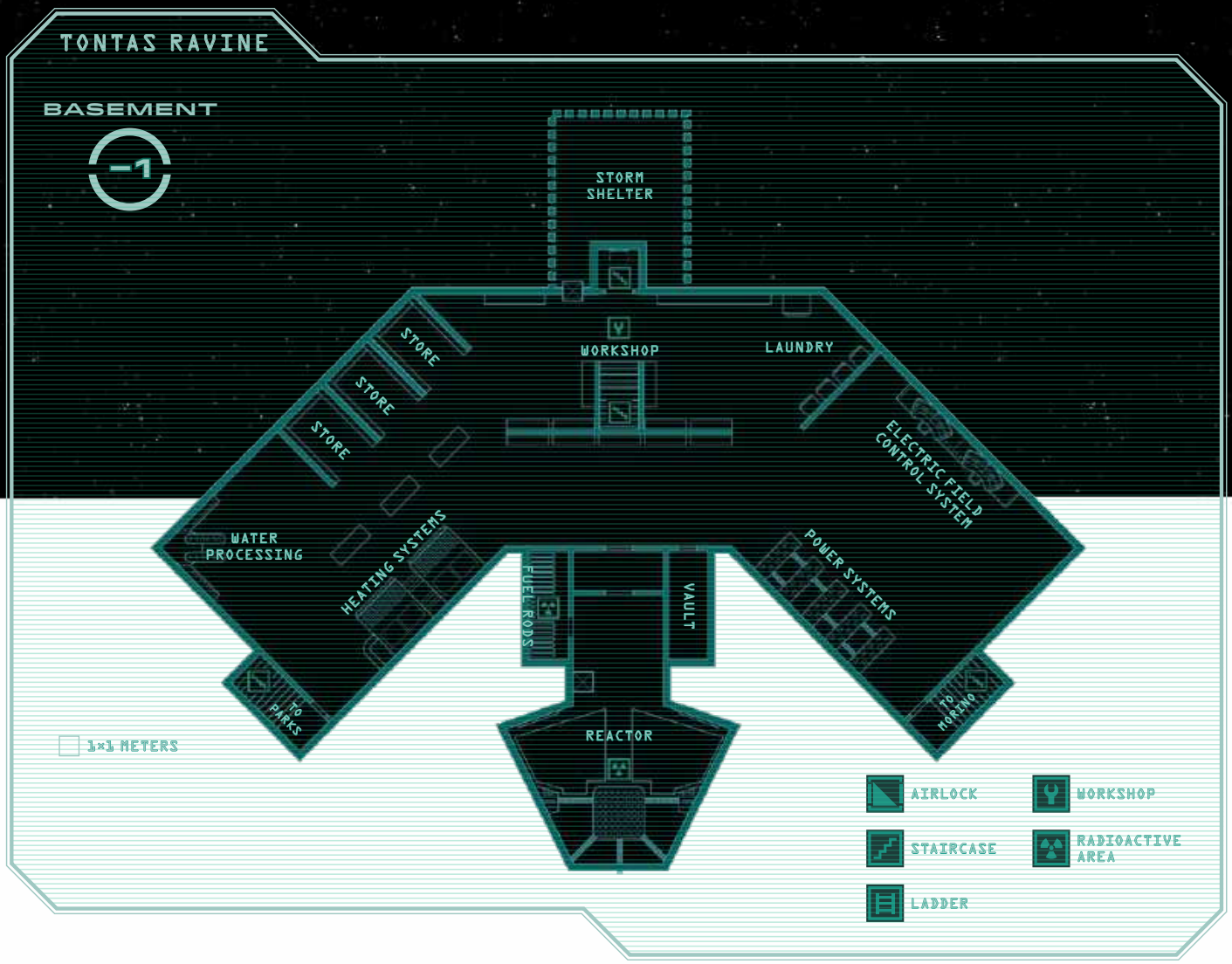
THE READY ROOM: Dirty and a mess, this room has one protective suit (Armor Rating 2), three respirator units and two portable air canisters (Air Supply 2 each).

KITCHEN, LOUNGE & DINING ROOM: Open plan, it's cozy.

WORKSHOP: A small bench sits to the side of the room, where the Parks tinker with stuff late into the night. There's a cutting torch here with Power Supply 2.

COMMON ROOM: The main feature here is Patrick Park's moonshine still, and four bottles of moonshine, if anyone wants to try drinking it. If a PC drinks too much they gain a +1 modification to Strength based skills, and −1 modification to all others. The effect lasts a Shift.

BEDROOMS: Basic bedrooms, functional but warm.



THE MORINO HOUSE

Nicely appointed and elegantly styled.

STORES: There are three well maintained IRC Mk.50 Compression Suits here (Armor Rating 2, Air Supply 5, −1 **MOBILITY**) and a spare power pack (Power Supply 2).

LOUNGE: Big and cozy.

KITCHEN DINER: Nicely set-up with a good supply of canned food and high-quality cooking implements, including hefty carving knives.

UPSTAIRS LOUNGE: A lovely room where the Morinos chill after a long day.

DANNY MORINO'S POD

A temporary habitation pod, Danny decided to live here rather than share a house with his estranged siblings. After the storm has blown through, Danny Morino's dead body lies outside the ground floor door to the pod (see the event Poor Danny).

STORES: A well-stocked storeroom, with plenty of food and water, two portable air canisters (Air Supply 4 each) and two power packs (Power Supply 1 each).

LIVING ROOM, LOUNGE & BEDROOM: A total mess but Danny likes it that way.

BASEMENT

After the storm has passed through the basement is flooded to a depth of one meter, bringing a –1 modification to **MOBILITY** rolls for moving through it. After the storm, five leggy-snakes, that were nesting under the water tanks, have been washed into the basement. An **OBSERVATION** test will spot the ripples they make on the surface of the water as they swim about. They will try to bite anyone who lingers in the water but won't leave the water and expose themselves to potential predators.

STORM SHELTER: It's basic—benches against corrugated walls, a plastic table that runs down the middle, illuminated by one ceiling panel. A storage cupboard has rations and a flashlight with Power Supply 3. Access is down a ladder from the basement and through a ceiling hatch that can be sealed shut with a locking wheel.

WORKSHOP & LAUNDRY: There are enough tools and parts here to fashion other types of equipment, should the players think to do so (such as an Incendiary Unit or Motion Detector) with a successful **HEAVY MACHINERY** roll and a Turn of work.

ELECTRIC FIELD CONTROLS: The controls to the electric insect defense field are found here.

STORES: This is the main storage area of the facility, with four portable air canisters (Air Supply 5 each) and four power packs (Power Supply 3), as well as anything reasonable the players may ask for, at your discretion.

THE VAULT: Access to the vault requires two keycards to be used simultaneously. There are only three, one held each by Emilia Morino, Morgan Parks, and Danny Morino (although after the storm Danny's keycard has been stolen by Benny Parks and hidden in Benny's boot). The vault door cannot be hacked, but could, in theory, be blown or cut open (Health 10, Armor Rating 4). The hoard of rare gemstones is stored here in a suitcase (a heavy item) and is worth a total of W-Y$100,000, although the Morinos and Parks think its value is 100 times that (naturally there may be repercussions should the PCs choose to steal the stash). The vault also contains the armory, with two Armat 37A2 Pump Action shotguns (four reloads), one M41A Pulse Rifle (one reload) and two M4A3 Pistols (two reloads).

The long data disc for Gorham Colony is here. Spending a Turn to analyze the records reveals the following:

- The population in 2100 was 120,000, with an export/import economy reliant upon regular trading for food and other basic supplies.
- Trade collapsed after 2100. Many colonists left but those that remained—25,000 in 2150—could survive.
- In the 2150s, a decade of extreme storms and the unchecked spread of insect swarms led to much loss of life, and many more colonists died or departed.
- From about 2160, trading vessels from other colonies stopped coming, and only a few isolated settlements survived. The population was 350.

POWER SYSTEMS: Everything from lights, doors, lifts, and computer systems requires power. Any battery can be plugged into these systems to give them the power they need to work, but each time a Power Supply roll must be made. After the storm has shattered the base, the players can use a battery to fire up diagnostic systems here or on the Control Deck to learn the following:

- There's no technical reason why the solar farm isn't delivering power, it must be dust (see Solar Farm).
- One third of the mini-mills are still working but there's a short circuit at the northern field node stopping the power reaching the base (see Field Nodes).
- The field pylon to the west of the northern field node has collapsed, and the electrical field cannot be activated (see Field Pylons).

THE REACTOR: This has been turned off for months due to a minor radiation leak, but it can still operate. To bring the reactor back online, the PCs need to devote a Turn of work, install fuel rods with a **HEAVY MACHINERY** roll (if this roll is failed, all within **SHORT** range take D3 Rads, but may try again), then make a second **HEAVY MACHINERY** roll to fire up the reactor. Once running the power is restored, but the reactor emits Weak radiation (1 Rad per Shift) that affects the entire facility.

EVENTS

POOR DANNY: After the storm has passed Danny is dead, lying outside the ground floor door to his pod. He will be found by Violet Parks if the PCs do not look for him. She will be hysterical at finding her lover dead. He's been scoured by the dust and his skin flayed (+1 **STRESS LEVEL** to all viewing him). He also has a severe head wound. A **MEDICAL AID** roll will identify that the head blow didn't kill him, and an **OBSERVATION** roll will find the bloodied wrench nearby. If his body is searched, the PCs will find that his vault keycard is missing (if the PCs don't search him Emilia Morino will do it and announce this news). The PCs should have the chance to start investigating what happened.

THE FEUD ERUPTS: Eventually the feud erupts into a violent argument between the Parks and Morinos. The history comes out, leading to a murderous fight between the families as they each accuse the other of killing Danny to get the second vault keycard (unless the PCs intervene). Diego Morino will try to kill Benny, Violet Parks will try to kill Morgan, then defend Benny from Diego. Those left standing after two Rounds will scatter across the compound to avoid being killed but will hunt down their enemies as the scenario progresses. How the PCs react will influence the outcome.

ANOTHER ONE BITES THE DUST: At any time you should feel free to add in the death or confrontation of any of the NPCs, to heighten the tension as the story progresses.

COMING FOR THE PCS: If either of the families gets the upper hand in the feud, they start to see the PCs as a problem, for they will have witnessed murder. They will try and get the PCs to keep quiet about the events here, either agreeing to pay them or by persuasion. If this doesn't work, they will try to kill the PCs to keep their secrets safe.

A VENGEFUL HARVESTER: The Harvester (page 318 of the core rulebook), still wearing its harness, is out there somewhere, on the prowl. It's angry and resentful. When a character ventures outside, the Harvester will detect the tremors caused by their footfalls and track them. It will attack if it gets the chance but can be distracted by noise or other vibrations. If things need livening up, it will attack the main base in an attempt to get at its tormentors.

THE LEGGY-SNAKES

These indigenous critters resemble a cross between a cobra and a giant centipede.

SPEED: 1

HEALTH: 1

SKILLS: Close Combat 4, Mobility 10

VENOM: The creature bites with a base Damage of 1. Its venom acts as a disease of Virulence 6 but Sickness rolls are made every Turn instead of every Shift. Using a dose of anti-venom immediately stops the effect.

NIGHTFALL: Night will fall at a time best suited to the drama, and Tontas Ravine will be plunged into darkness. Until the PCs restore the power, they will need flashlights (with power) to see anything, and still suffer a −2 modification to **OBSERVATION**.

THE CARGO LIFTER RETURNS: This event should be played towards the end of the story after the Swarm has been detected (see Finale), to raise the tension at the worst possible moment. The Cargo Lifter (a WY-37B Transport Sled, see page 140 of the core rulebook) appears and makes a hasty landing. Patrick Parks steps from the cockpit pod. He has his gun drawn. Maya Morino has been beaten and is restrained with cable-ties. Patrick Parks says: ***"I'm flying us out of the way of that damned swarm, but you're not all welcome. Parks only get aboard, or the little Morino girl dies here and now!"*** He says he will spare Maya's life if the others comply, but he has no intention of doing so (the PCs can make an **OBSERVATION** roll to detect Patrick's lie).

THE FIELD MALFUNCTIONS: The protective field goes offline. A **COMTECH** roll made from the Control Deck or the basement Power Systems will show them that one of the northerly field pylons is faulty, preventing the circuit from closing and the field from working.

THE DEADLY HARVEST

The PCs can try to "wrangle" the Harvester using the "zappers," to control it and stop it attacking people or causing more damage. However, this is very hard without the Husbandry talent. See page 90 for more on Harvesters and how to control them.

PATRICK PARKS

Bitter and vengeful, the "Old Man of Tontas Ravine" cannot forget that day when José Morino killed his wife and left him for dead—he still has a vicious scar on his face as a constant reminder. His vengeance will be fulfilled when he takes Tontas Ravine from the Morinos and sees them dead in the dust. Patrick will try to cut a deal with the PCs, to overlook the "fate" of the Morinos for a generous personal cut of the Tontas Ravine fortune.

STRENGTH 2, AGILITY 2, WITS 5, EMPATHY 3

HEALTH: 2

SKILLS: Close Combat 1, Manipulate 3, Comtech 2, Heavy Machinery 3, Observation 2, Piloting 1, Ranged Combat 2

TALENTS: Merciless

GEAR: Protective clothing (Armor Rating 2), 37A2 shotgun, M4A3 pistol (concealed)

FINALE

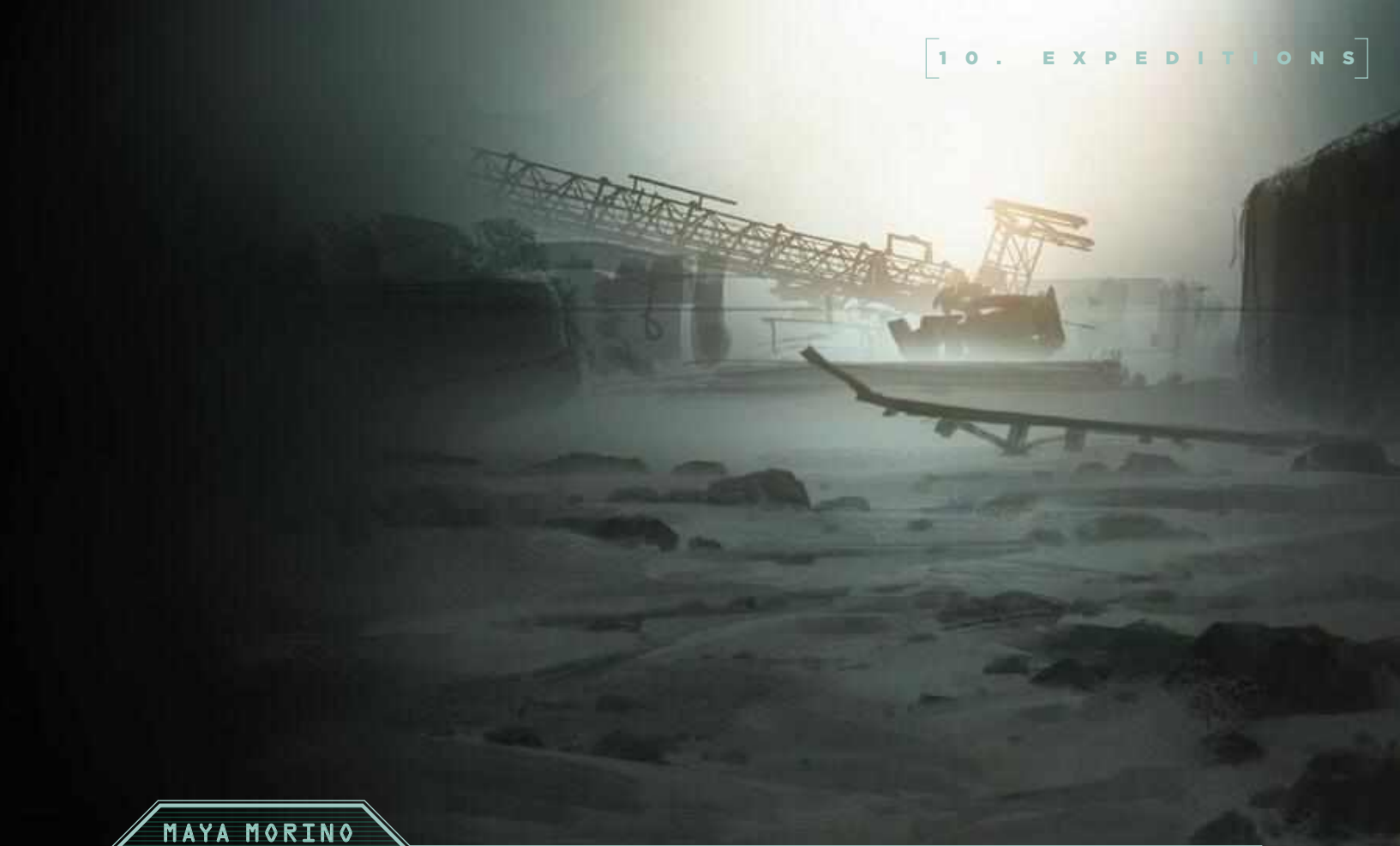
After the power has been restored to the base, the weather warning alarm sounds in the Control Deck. If the PCs study the radar, they see a large shadow to the east—a huge swarm of "space locusts" (page 316 of the core rulebook) and it's coming this way (+1 **STRESS LEVEL** to all who see this). It's difficult to tell how long it might take to arrive, but if it makes a beeline for them, it could be within the hour.

The swarm will finally arrive. You should time the arrival for maximum effect, and the PCs should feel it coming as they desperately work out how to survive. If the electric field is active, the PCs will see that the swarm is huge and will eventually overwhelm it. Each Round, the swarm makes its signature attacks against the field. On a roll of 6, the swarm strips a pylon. Read the sidebar The Field Collapses to your players.

SURVIVING THE SWARM: The swarm is a 4 zone Swarm (page 316 of the core rulebook), Speed 4, Health 20, impervious to all attacks other than fire, explosions, and electricity. Once inside the compound, it will attack for ten Rounds before moving on, eating through walls to get to living flesh. This is the end-game, the final scene, but there are three ways to survive: hide inside the Harvester kennel (only if it's been repaired), hide underwater (if the PCs have enough Air Supply), or get the hell out on the Cargo Lifter.

THE FIELD COLLAPSES

The flickering petrol-blue lightning field around the clifftop is keeping you safe. But the swarm is throwing itself at it, sudden and intense flashes marking the electrocution of insect after insect, a relentless, unending onslaught. The tall pylons shudder under the assault. Then you hear it, a wailing groan of metal as a pylon shudders. Something falls away, a maintenance panel maybe, or some of its shielding. But either way you watch as the pylon crumbles under the attack. Its lights flicker and go out. The reassuring blue glow of the shield begins to stutter, then go dark, setting off an almost instant domino effect around the entire field. In that moment, and before your very eyes, the shield is gone and the Swarm floods into the compound...



MAYA MORINO

Serious, focused and direct, 20 year old Maya is a pilot and driver. She hates the feud even though she lost her father, José, to it before she knew him. This is her home, and she wants the mine to succeed. She doesn't want to leave after all the hard work they've put in and wants the PCs to help them get back on their feet. She only cares about her aunt Emilia and the hapless Benny Parks and doesn't want either to get hurt. She will use force to protect them.

STRENGTH 3, AGILITY 5, WITS 3, EMPATHY 4

HEALTH: 3

SKILLS: Close Combat 1, Comtech 2, Mobility 2, Piloting 3, Ranged Combat 1

GEAR: Flight suit (Armor Rating 3), combat knife

EPILOGUE

After the storm there is still a viable planet to re-colonize, should the PCs want to recommend that, and possibly a fortune in gems to deal with. After their report goes in, the PCs might be quietly approached by a corporate executive with a proposal that they should capture the Harvester for use elsewhere, or specimens of the insect swarm. ■

METAPUZZLE CLUE #1—DATABASE READ-OUT FROM HMCSS JANKU

HMCSS JANKU SHIP'S LOG

NAVIGATION SYSTEMS—OFFICER ACCESS AUTHORIZED…….

NAVIGATION DATA LAYER ACCESSED

- PRIMARY DATABASE DELETED
- SECONDARY DATABASE DELETED
- FACTORY RESET
- AUXILIARY AND EMERGENCY BEACON DATA DELETED
- NAVIGATION DATA LAYER DELETED

SYSTEM RE-BOOT

- NO NAVIGATIONAL DATA FOUND
- PRIMARY, SECONDARY, AUXILIARY AND EMERGENCY DATA NOT FOUND
- SHIP DRIVE SYSTEMS—ENABLED
- WARNING—FLIGHT OPERATIONS WITHOUT NAVIGATION DATA ARE NOT ADVISED
- COMMUNICATIONS SYSTEMS ONLINE—SIGNAL O/G "Granddaughter, Granddaughter, this is Uncle Five reporting in. We found the outpost on Gorham Colony, no resistance. The people made a dash for their storm cellar the minute they realized we'd spotted them. Only one functional ship. The job is done, no problems—one less set of navigation data for those bastards to get their hands on. See you at the rendezvous. Uncle Five out."

2. TO GO MY OWN DARK WAY

The PCs find a primitive colony that has reverted to corporate authoritarianism to survive—a group of cliff-dwellers protecting themselves from those who turned feral and prowl the jungle floor. The PCs find simmering class tensions, deadly dangers in the jungle and a group of refugees from the Children of the Two Divines. The PCs must preserve the colony and protect the survivors, before Mother Ma'Kayla of the Children of the Two Divines arrives and demands the return of her wayward devotees.

WHAT IS GOING ON?

KOI-784.01 is a world of tropical jungles and mesas, with staggering cavern systems that fan out across the world. The rich mineral prospects offered by these caverns were so enticing it was inevitable a colony would be established.

At its height, Dylan Colony was a thriving community of 40,000 people. It struggled with the Isolation, and organized society finally collapsed 40 years ago. Many people dispersed into the jungle to fend for themselves, becoming feral in order to survive. Others, under the last remaining vestiges of Weyland Corporation authority, clung to civilized ways from the safety of towering plateaus, but living in constant fear of the ferals.

Since then, the cliff-dwellers have developed a quasi-corporate hereditary dictatorship, under the descendants of the Weyland Corporation executives—a board of ten led by three chief executives presiding over several hundred workers. These Weylanders live a life of relative luxury, keeping control through possession of the few weapons that still work, but simmering resentment lies just under the surface.

The ferals number in the hundreds and had been flourishing on the jungle floor, living within the still-functioning atmosphere processor, occasionally raiding the plateaus for fresh meat. But the processor is slowly killing them.

Some years ago, in an attempt to kill the ferals without a fight, the Weylanders deliberately tampered with the atmosphere processor, setting it to release low levels of phosgene gas. Denser than the air, this poison has been building-up on the jungle floor, gradually throttling the life from the ferals.

Two months ago, a *Heliades*-class J ship crashed in the jungle. Twenty former devotees of the Children of the Two Divines, fleeing the cult, begged for asylum. Suspicious of these outsiders, the Weylanders nonetheless gave them sanctuary in a small, tented camp on a promontory called Judgment Bluff. They were given basic shelter and food but were not trusted. The refugees, grateful for a place to live, have been content with their situation, so far. They are mindful of the Ovomorph they know is in the hold of their crashed ship but have no idea what to do with it. What they don't know is that Mother Ma'Kayla and the Children of the Two Divines have not given up their search to return their rebellious sheep to the flock.

THE SILENT KILLER

Mingled with the stench of the jungle, the smell of the phosgene is almost lost, but there is a lingering odor of musty hay that is a clue to its presence. This can be detected with an OBSERVATION roll, and then identified as phosgene with a MEDICAL AID roll with a –2 modification. A successful use of a Pups device (page 93) will identify the gas. For every Shift spent breathing this poison, a PC suffers Mild hypoxia (page 91).

WHAT'S THE STORY, MOTHER?

The PCs receive a video call from Gaius aboard *UNCSS Ìyáníá*.

"Dylan Colony, KOI-784,01. Established by Eldridge Dylan Sanchez in 2059 to take advantage of planet-wide cavern systems that were ideal for mining operations. Terraforming initially failed but was successful on a subsequent attempt. In 2100, the population was 90,000, mostly mining interests producing gold, titanium, and hematite. The planet is exceedingly hot and steamy, with daily temperatures reaching 48 °C. Mountainous terrain, with ravines and thick jungle, reportedly suffers from electromagnetic storms and monsoon rains. Gravity is Earth-like. The day is 20 hours long.

That is all for Dylan Colony. Remember our mission mandate and your responsibilities. Your Colony Potential Report needs to cover the potential for future mining operations, the status of the atmosphere processor, any scientific research possibilities, and the usual ad hoc opportunities that you may uncover."

CLUES TO THE METAPUZZLE

The PCs can learn the second campaign clue (page 162) during this expedition, by gaining the trust of Chikondi Okafor and the refugees from the Children of the Two Divines and being given the letter to them from Mother Ma'Kayla or, if they side with the cliff-dwellers who want to execute them, the PCs can find the letter in Okafor's gear. Alternatively, a copy of the letter can be found in the debris in the hold of the crashed ship.

SOLAR SYSTEM & COLONY RECORD

KOI-784 System and KOI-784.01

DYLAN COLONY

PARENT STAR	SURVEYED PLANET POSITION
Binary Blue Giant and Red Dwarf	1 Orbiting the Blue Giant

GAS GIANTS	ROCKY PLANETS	ICE PLANETS	ASTEROID BELTS	RADIATION
2	0	1	0	NONE

PLANET SIZE	ATMOSPHERE	HYDRO-SPHERE	DAY LENGTH	AXIAL TILT
13,500 km	Dense	Temper-ate Wet	20 Hours	None

GRAVITY	CLIMATE	GLOBAL FEATURE	ORBITAL PERIOD	PLANETARY PERSONALITY
1G	Hot	Simple lifeforms	232 days	Brooding

DYLAN COLONY'S LONG DATA DISC

The long data disc for this colony was saved by the Weylanders when society collapsed and is kept in the chief executives' hut on the Enclave.

KOI-784.01

KOI-784.01 is hot and humid. Daily temperatures reach 48 °C and don't drop much during the night. Dominated by mountains, ravines, widespread caverns and thick jungle, it suffers from frequent lightning storms, intense monsoons and banks of fast-forming fog. The gravity is Earth-like, and the day is 20 hours long. Alongside the risk of phosgene poisoning on the jungle floor, the PCs may suffer heatstroke (page 91), at your discretion. The colonists are acclimatized, and do not suffer from this.

The planetary map gives you all the details you need for KOI-784.01 should your PCs want to further explore or even colonize it, using the rules in the Appendix: Building Your Own Better World (page 275).

KOI-784.01

KICKING OFF THE ACTION

The action starts with the PCs aboard their SEV, in the air above the colony, scanning the scene.

There is little sign of activity from high orbit, but the PCs' flyby of the Dylan Colony site reveals much. The atmosphere processor is still operating, but the electrical flashes and the plumes of smoke say it's not in the best working order. All around it lies the colony, overgrown and deserted, although a few crumbled ruins still stand against nature's onslaught.

The jungle spreads in every direction, broken by imposing rocky plateaus. At least 100 meters high and very nearly sheer, the jungle hasn't claimed these mesas, and most are bare—except for the few near the deserted colony. Taking a closer look, the PCs can see that six of the plateaus are connected by rope bridges. On those six stand rough buildings and tents, smoke rising from small fires. And then they see people—lots of people—hurrying from their shanty shelters to look up into the sky, to point, to shout. The PCs cannot hear what they are shouting. It's impossible to tell if they are terrified, shouting threats or welcoming greetings.

LANDING: The only easy option to land is within the overgrown ruins of the old town, a few hundred meters from the occupied plateaus, requiring a **PILOT** test with a –1 modification. There is not enough room to land on one of the occupied plateaus without blowing away the entire flimsy settlement, but they could land on an unoccupied plateau nearby, with a –2 modification to the **PILOT** roll. They would then have to climb down, of course. A failed roll means the ship has landed heavily, taking D3 damage.

SHORE PARTY: The security officer, Hamidah Amir (page 158), recommends she accompanies the PCs planetside, as the primitive society might present a danger. She will be overprotective and see danger in every shadow.

THE APPROACH: If the PCs travel through the jungle to reach the plateaus, they will be stalked by two ferals. Enter stealth mode.

FIRST CONTACT: The cliff-dwelling colonists will suspect the PCs of being either devotees of the Children of the Two Divines or pirates on a raid. A group of ten, including four guards, will warily approach the PCs, and challenge them to identify themselves and their purpose. It's up to the PCs how they go about gaining the survivors' trust, but once they have it, they will be invited to speak with their leaders Vidan, Dzuma, and Yen. They will be taken under guard to the roundhouse on the Enclave plateau, escorted up the hidden tunnel and through the settlement. They get a clear view of this place and its people and the camp of the refugees. As they pass here, Chikondi Okafor will attract their attention and shout for help. Once at the roundhouse they are greeted by the three chief executives, the rest of the Weylander leaders, and Lespera. Vidan will welcome them, explain the history of the colony, and ask for support and supplies to maintain their lifestyle, and weapons to destroy the ferals. The NPCs will try to forward their own agendas.

THE JUNGLE

The jungle suffers from the phosgene gas—the closer to the atmosphere processor the grayer the undergrowth, the more brittle the roots and stems. It is dense and stifling, and moving through it is hard work. Any attempt to run requires a successful **MOBILITY** roll, or the PC catches on a root and falls prone.

THE FERALS

The ferals have lived like vermin for 40 years, following their instincts to survive. They can't remember when the urge to eat flesh became so overwhelming that any flesh would do. That so many were seduced by the same insanity made it more acceptable, and soon it became the norm. Complete was their fall into barbarism.

The ferals are wild barbarians, the apparent evil nemesis in this story, but they are victims of the isolation too. The PCs can rescue them from their dark path and get them treatment for their psychoses. Until then, the ferals will be immediately hostile but are weakened by the phosgene poisoning. If a feral is captured, it may be possible to help them. The PCs will need to make a successful MEDICAL AID roll with a −2 modification, and a Turn of psychotherapy, to make the feral cooperative and sufficiently trusting to allow the PCs to help them. If not, they are too far gone, and will need restraining and full hospital treatment to have any hope of recovery.

STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 2

HEALTH: 6

SKILLS: Close Combat 4, Ranged Combat 3, Observation 4, Stamina 3, Mobility 4

TALENT: Tough

GEAR: Armor scraps (Armor Rating 2), spear (Bonus +1, Damage 2, MEDIUM range), knife, tattered rags

FACE TO FACE WITH A FERAL

Beastly and savage, the feral moves with the graceful intent of a tiger on the hunt, their eyes sharp and reflexes at the ready. With blood-stained teeth and cracked nails, scarred bodies, and ripped skin, they carry their wounds proudly. They wear almost nothing, torn rags tied in haphazard knots, but always hold their weapons, their spears and bone knives, in readiness. In that moment of calm, you see a flicker in their eyes, of recognition, of humanity? And then they burst into action, stabbing, swiping, grappling, to snare another victim to be dragged screaming into the jungle.

WEYLANDER GUARDS

Workers are pleased to be given guard duty as it's better than the working life and want to keep it that way.

STRENGTH 4, AGILITY 4, WITS 3, EMPATHY 3

HEALTH: 4

SKILLS: Close Combat 2, Stamina 1, Command 1, Mobility 2, Ranged Combat 2

TALENT: Hard Hitter

GEAR: Heavy batons (Bonus +1, Damage 1), M4A3 pistol (no reloads), Weyland Corporation protective overalls (Armor Rating 3)

VIDAN SIMENYA

WEYLANDER CHIEF EXECUTIVE

Old, indulgent, and kind-hearted, Vidan has led the cliff-dwellers for years and enjoys the privileges his rank brings. Sympathetic to Okafor and the refugees, Vidan wants them to be accepted into the community. The other chief executives, Dzuma and Yen, disagree. Vidan regrets they could never make peace with the Ferals, as there must be some humanity left in them somewhere.

He wants the PCs' help to make his community safer. He will also ask if they know of the Children of the Two Divines, as he wants to convince the community to welcome the refugees. Whatever the PCs say, Vidan will see the refugees as victims needing his help.

STRENGTH 2, AGILITY 3, WITS 5, EMPATHY 4

HEALTH: 2

SKILLS: Observation 3, Stamina 2, Medical Aid 2, Manipulation 2, Command 3

TALENT: Counselor

GEAR: Walking stick, M4A3 pistol (3 reloads), fine garments with the Weyland Corporation logo

DZUMA TIBANDI

WEYLANDER CHIEF EXECUTIVE

Impatient, ambitious and bloodthirsty, Dzuma has long since decided she should be in charge. The arrival of Okafor and the refugees, and now the PCs, has given her the opportunity. She will try to get the PCs to openly decry the primitive state of their society and discredit Vidan. She will also attempt to turn them against Okafor and the refugees, again in her attempts to supplant Vidan. To entice them she will offer any assistance she can to help the PCs.

STRENGTH 4, AGILITY 4, WITS 3, EMPATHY 4

HEALTH: 4

SKILLS: Ranged Combat 1, Close Combat 3, Observation 2, Stamina 2, Manipulation 3, Command 3

TALENT: Hard Hitter, Weapon Specialist (Knife)

GEAR: Knife, .357 Magnum (1 reload), tattered Weyland Corporation overalls

LEONARD LESPERA

WORKERS' LEADER

Outgoing, caring but bitter, Lespera is the highly respected leader of the workers. While he appears to support the chief executives, he is angry at their decision to tamper with the atmosphere processor. It cost two workers' lives to the ferals to do it, and the workers and jungle suffer for it. He has been quietly stoking the growing resentment that is simmering against the Weylanders. He genuinely likes Vidan and only this stops him rebelling openly. If Vidan is removed from power or harmed, Lespera will start the revolt.

He wants peace for the people but will hint to the PCs that unrest is just beneath the surface.

STRENGTH 3, AGILITY 3, WITS 5, EMPATHY 4

HEALTH: 3

SKILLS: Heavy Machinery 2, Comtech 1, Medical Aid 2, Manipulation 1

TALENT: Spaceship Mechanic

GEAR: Basic tools

YEN YAMADA

WEYLANDER CHIEF EXECUTIVE

Spoiled, vindictive and resentful, Yen wants to maintain the status quo but to rule alone. She enjoys the rush of power, and neither Vidan nor Dzuma give her the respect she wants. She sees the PCs as powerful allies and will promise them anything if they assist her in removing her rivals for power.

STRENGTH 5, AGILITY 3, WITS 3, EMPATHY 4

HEALTH: 5

SKILLS: Observation 2, Ranged Combat 2, Close Combat 3, Manipulation 2, Command 3

TALENT: Quick Draw

GEAR: Knife, battered 37A2 shotgun (5 reloads), Weyland Corporation jacket

CHIKONDI OKAFOR

REFUGEE FROM THE CHILDREN OF THE TWO DIVINES

Selfless, hopeful but world-weary, Okafor cannot now understand how he was swept-up by the Children of the Two Divines. He has not seen a Xenomorph, the "Angel," although he knows the Ovomorph in his crashed ship has something to do with it.

He has witnessed the infection that the Perfected spread, not least in Mother Ma'Kayla herself, and all he wants now is a place to live in peace. He fears Mother Ma'Kayla will come looking for them, and desperately wants to find greater safety—he sees the PCs as his way to achieve it. Despite being under house arrest, he will attract the PCs' attention and beg for their help. If the PCs ask about the Children of the Two Divines he will trade his knowledge of the cult, and the Ovomorph in his crashed ship, in return for help and protection.

STRENGTH 4, AGILITY 3, WITS 4, EMPATHY 4

HEALTH: 4

SKILLS: Heavy Machinery 1, Comtech 2, Piloting 2, Medical Aid 2, Command 1

TALENT: Bodyguard

GEAR: Small Knife

MOTHER MA'KAYLA AND THE CHILDREN OF THE TWO DIVINES

Once the PCs have established themselves and searched the crashed *Heliades*-class J ship, they will hear another *Heliades*-class J vessel—this is Mother Ma'Kayla. She has been hunting down Chikondi Okafor and the refugees, desperate to capture them alive and make an example by punishing them before the cult. Tracking the ship's transponder, she finds Dylan Colony.

ARRIVAL: The PCs can see the ship circle the old colony and the plateau, before landing on a plateau to the north, near the location of the crashed ship. They can't make out any more details, but Ma'Kayla and her devotees search the crashed ship.

CONFRONTATION: The PCs will be confronted by Mother Ma'Kayla and eight devotees, either at the crashed ship (if the PCs choose to travel to investigate the new ship's arrival) or at the Weylander plateau (if they choose to wait and see what happens). See the sidebar Introducing Mother Ma'Kayla. If the confrontation plays out on the Weylander plateau Chikondi Okafor will see Ma'Kayla and he and the refugees will try to hide from her view, terrified of being found.

Ma'Kayla will introduce herself and say she is searching for the crew (and cargo, if the PCs have taken it) of the crashed vessel, as they are friends, and asks if the PCs have seen them. If the PCs deny any knowledge, or state the refugees are already dead, she will simply nod. The PCs can tell she does not believe them with a successful **OBSERVATION** roll. If the PCs admit to knowing of the refugees Ma'Kayla will demand that they be returned to her at once and threatens reprisals if the PCs do not comply.

In the unlikely event that the PCs agree to hand the refugees over Vidan and the majority of the Weylander workers will vociferously disagree and prevent this from happening.

Once the confrontation reaches deadlock Mother Ma'Kayla will tell the PCs the matter is not resolved, they cannot leave without her permission, and her ship has orders to fire on the *Solovetsky Island* should it attempt to leave (her ship is a *Heliades*-class J vessel (page 75) armed with three light railgun turrets and two Short Lance ASAT missile batteries—page 176 of the core rulebook). She and her devotees will return to their ship.

INTRODUCING MOTHER MA'KAYLA

Tall and lithe, Mother Ma'Kayla walks with graceful elegance. But she isn't right. Her head is slightly too large, swollen and distended, her arms and legs are bulky and just that little bit too long, her eyes don't look at you, they look through you. Composed and sure of herself, she stops before you, an almost mesmerizing sight. A slight smile plays across her lips.

THE CLIFF-DWELLERS' CAMP

The camp is ragged, with buildings made from rough-hewn wood and prefabricated panels and frames. Tarpaulins keep the rains out. Old and rusted tools lie alongside crude home-made replacements. Each of the six plateaus has a giant wooden post projecting twenty meters into the sky—primitive lightning rods. The people on the plateau are fearful. Years living with the threat of the ferals, and the daily terror that they or a loved one might be dragged off to be butchered, have cowed these folk and made them timid. However, the arrival of the PCs is an enormous event. Everyone is cautious, yet curious to get a look at the newcomers.

THE CLIFFS: The cliffs are all sheer, and hard to climb even with proper gear. Any **MOBILITY** attempt comes with a −3 modification, with +1 for modern climbing equipment. Two successful rolls are needed to scale the cliff, each taking a Turn. Any failed roll and the character plummets to the rocky ground, taking falling damage as normal.

THE CLIFF-DWELLERS' CAMP
WORKERS' SHANTY
POND
THE FARM
CROPS
POND
ANIMAL PENS
POND
THE BLUFF
JUNGLE
TUNNEL ENTRANCE
MEETING HOUSE
SHRINE
NABO
REFUGEE CAMP
ROUND HOUSE
ENCLAVE
JUDGEMENT BLUFF
JUNGLE
UNOCCUPIED
10×10 METERS
MAP LEGEND
GIANT WOODEN POST
WATER BUTTS
TENT
SHARP POLES

ROPE BRIDGES: Twenty meters long and three wide, these bridges appear rickety—any PC crossing one for the first time must make a **MOBILITY** roll or gain +1 **STRESS LEVEL** for the experience. But they are surprisingly strong, and will take 12 damage before they break, double damage from fire. Anyone on one when it breaks must make a **MOBILITY** roll with a –2 modification to grab hold of something, otherwise they fall the 100 meters to the jungle floor below.

TUNNEL: The tunnel is the only easy way up. The entrance is hidden by an outcrop of rock, requiring an **OBSERVATION** roll to spot from the ground, although it's easy to spot from the air. If the PCs fail to find it, a party of cliff-dwellers will eventually make contact.

WORKERS' SHANTY TOWN: Only workers live here, a busy and smelly place with an ever-present sense of anxiety. Small cooking fires fill the air with smoke as dogs and chickens run free and people move between the shacks and tents that make this place so crowded. A huge mound of laundry sits next to the rain-filled pool, where the scrubbing workers sit up to their waists. A guard makes sure no unauthorized folk cross the bridge to the Bluff.

BLUFF: A few senior workers live here, but it's similarly busy to the Shanty Town.

FARM: All the space here is used to grow food, with tightly packed crops in small plots. A few chickens, sheep and goats are squashed together in rancid animal runs, and there is a sealed wooden Tarantula farm, a dangerous but delightful delicacy.

SHRINE: A large wooden gazebo, with a slatted wooden floor, dominates one end of this plateau, faced by a ring of huge stones. The craftsmanship is much better than that found in the rest of the camp, and the stones have been roughly carved to resemble human figures. It's uncanny, but the stone figures, as rudimentary as they are, all seem to be crying out in desperation.

The community will come together at the Shrine to decide the fate of the refugees from the Children of the Two Divines. Vidan favors welcoming them as citizens, but Dzuma and Yen don't. Dzuma wants to cast them out to fend for themselves, but Yen claims this will see them become ferals. She demands their execution for the safety of all. Okafor will plead for mercy, begging the PCs to intervene on their behalf. If they don't, Yen wins the day, and the refugees will be thrown from Judgment Bluff.

NABO: The main trade and meeting plateau for the community. Huts and tents hum with activity, from tanning hides, making spears and slaughtering animals, to weaving clothes, firing pottery and crafting crude jewelry.

MEETING HOUSE: A sturdy long-house with a tarpaulin covering the front to keep the rain off, a fire pit that fills the center of the house and furs and blankets lining the floor. It is used by the chief executives as a meeting hall, court room, and feasting place. The PCs will be invited to bunk down here during their stay.

JUDGMENT BLUFF: Fenced off from the rest of the Nabo plateau by a low wooden palisade, Judgment Bluff is the community's place of justice. Below the twisted outcrop is a grove of plants that resemble giant bamboo. Those guilty of any crime are thrown from the outcrop to their deaths on the stakes below, while the people watch. There are some bones at the base of the cliff, but not many—before an execution, a guard blows a long wooden horn that emits a rumbling note, calling the ferals to a free feast.

REFUGEE CAMP: The refugees from the death cult live here, in tattered tents. A guard always watches them from behind the palisade.

ENCLAVE: Grand and well maintained, with sturdy wooden buildings and better-quality furnishings, this plateau is the exclusive home of the Weylander board members. The chief executives live in the largest house, on the south-east facing cliff. The colony's long data disc is here. If the PCs analyze it they will learn the following:

- Dylan Colony continued to function for nearly 40 years after the Isolation, although many people left.
- Unrest and political infighting saw the society fracture in 2142.
- 2144 the mining operations ceased and the facilities to the northwest of the colony were moth-balled (instructions to re-start the facility are recorded here).
- 2145 civil unrest running riot and collapse of authority and civic control.

ROUNDHOUSE: This wood and stone building serves as the Weylanders' board room. Any matters that require all the executives to contribute are discussed here. When the PCs first arrive, they will be escorted here to receive the community's hospitality and speak with the chief executives.

THE CRASHED SHIP

The *Heliades*-class J vessel was badly smashed in the crash. The top two decks are an unrecognizable mass of twisted metal and shattered trees. Access to the ship can be gained through the torn hull on the lowest deck via the vehicle bay. It's partly swamped with mud and earth from the jungle floor. From there it takes an easy **MOBILITY** roll, with a +2 modification, to climb the catwalks to reach the cargo hold.

THE BRIDGE: This is hard to reach, needing a **MOBILITY** roll with a −2 modification to squeeze through the twisted wreckage. Once reached the PCs see the systems are all destroyed, but it is still sending out a transponder ping. They can turn this off.

THE HOLD: The hold is a shambles after the crash, with discarded baggage, shredded bags and papers scattered all over. If the PCs search through the papers, they find little of interest except a copy of Mother Ma'Kayla's letter to her devotees, the second campaign clue (page 162). There are also three small wooden crates. One is empty. The second has been crushed by a falling beam, the Xenomorph egg inside it splattered and dead. It's impossible to retrieve it but the PCs could take a sample. In the third is a live Ovomorph—it's hibernating and does not immediately open (see the event Wakey Wakey).

THE ATMOSPHERE PROCESSOR

The automated processes that have kept this place running have been struggling for years, and it shows. The rhythmic hum, hiss and clank of the machinery is not right, and there is no way to access the underground levels. Any PC with the **HEAVY MACHINERY** skill will know that a major control hub should be located on Platform 13.

GROUND LEVEL: The phosgene is most concentrated here, and everyone breathing it must make a roll against its effects every Turn instead of every Shift.

ACCESS DOOR: This huge door, set into the floor of the processor, is open, revealing a 20-meter-deep pit that would normally be used to access the lower levels. However, it has long since been blocked off. The pit has been used by the ferals to dispose of their victims—the bottom is a gruesome display of rotting humanity. Anyone viewing this gains +1 **STRESS LEVEL**.

PLATFORM 13: The platform's southern side has a working control panel that will allow the PCs, with a successful **COMTECH** roll, to adjust the atmosphere processor's output. The large service lifts on either side of the platform work, with access ladders alongside them.

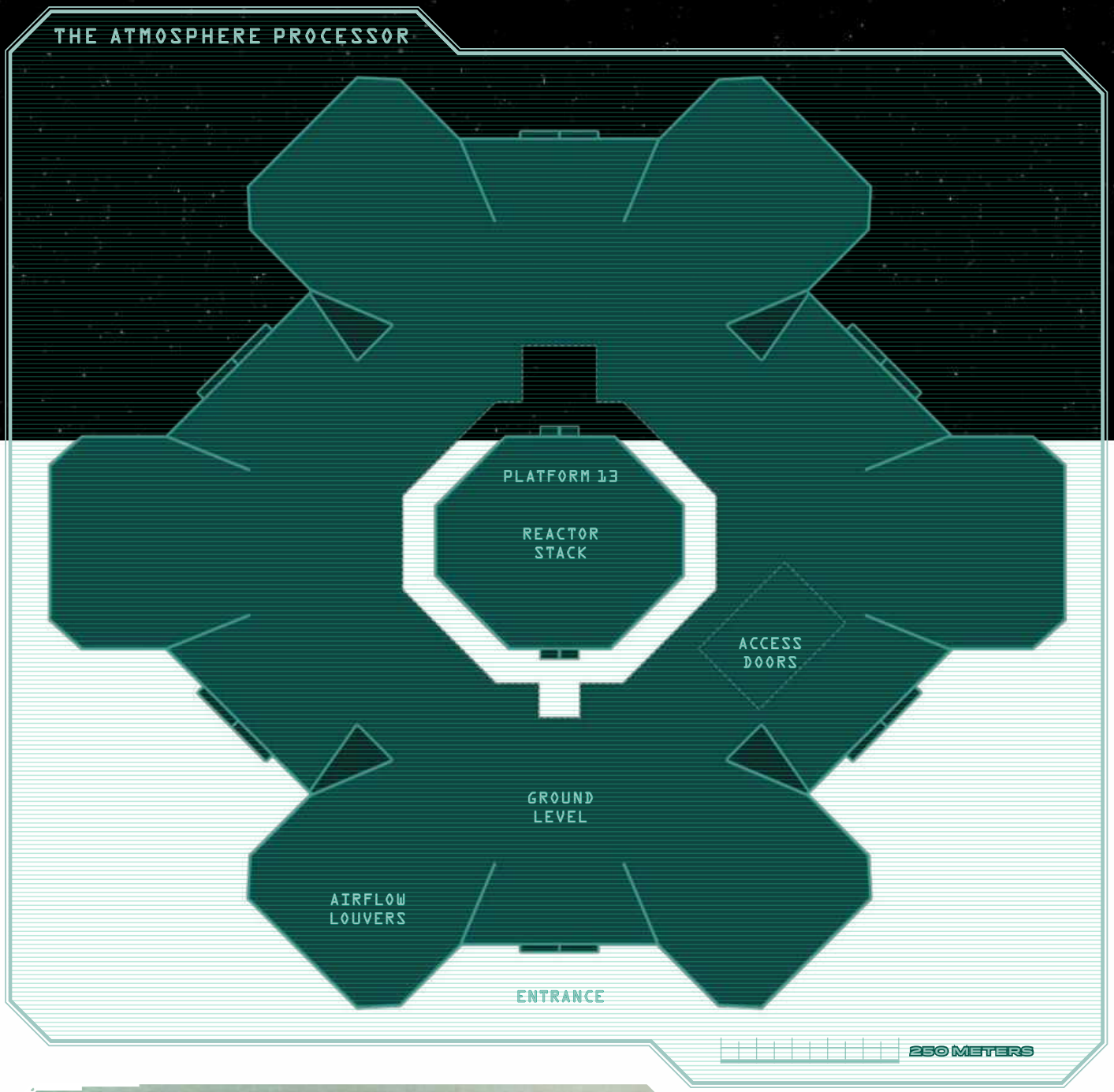
The ferals use this platform as a nest, as exhaust pipes constantly flood it with clean air. It is a shambles, with shabby sheets on the floor and bones, sticks and spears littered all over. At any time 15 ferals are here. They will notice the PCs approach as they ascend to the platform, and will hide amongst the debris, pipes, and girders. Enter stealth mode. Once the PCs reach platform 13 they will see the overwhelming number of ferals, in a sudden and silent standoff. All must make a Panic Roll.

As soon as a PC takes any action, or makes any sound, all hell breaks loose. Five ferals attack, while the others flee, spooked by the invasion of their nest and shimmying down the beams and scaffolds. They can be heard screaming and yelping as they escape.

THE MINING FACILITY

The facility was professionally moth-balled and remains in good condition. The instructions to access and restart the facility are contained in the colony's long data disc.

THE ATMOSPHERE PROCESSOR



EVENTS

IN A FLASH: The weather changes in a flash—literally. Lightning strikes the ground or a wooden lightning rod on a random plateau. Anyone within **MEDIUM** range suffers an attack with twelve Base Dice, Damage 1. At your discretion this could set something valuable on fire.

ROLL IN THE FOG: Dense fog forms throughout the jungle, reducing visibility to **SHORT** range. With the fog the sounds of the jungle are deadened. An eerie silence descends, only broken by the occasional scrabble of something in the undergrowth. Everyone gains +1 **STRESS LEVEL**. This may be a good prelude to The Raiding Party event.

THE RAIDING PARTY: Suddenly from the jungle undergrowth the PCs hear war cries and yelps of excitement. A party of four Tomogo have smelled them and want to snatch one of the group. They start to hunt the PCs. Enter stealth mode. The Tomogo intend to use their tried and tested tactics—they will stalk closer before two will make a diversionary attack at the front, while two others will use that distraction to grab the tail-end charlie.

THE WANDERING CHILD: One of the devotee refugees, Valery Reina, desperate to get some goat's milk for her baby, sneaks out of the camp in the night and past the snoozing guard. The PCs get an **OBSERVATION** roll to hear her as she crosses the Nabo plateau. If they don't, or choose not to act, she will be caught on the Farm, creating a lot of noise. She is dragged back by a guard and accused of stealing. If the PCs don't intervene, Vidan will regrettably pass the death sentence on her, and she will be thrown from Judgment Bluff, along with the inattentive guard.

WAKEY WAKEY: The Facehugger in the Ovomorph wakes up and goes looking for a host at a moment when the PCs are nearby, to create the greatest tension or trouble. If it is still inside the crate, the PCs will hear a scrabbling noise for three Rounds before the Facehugger bursts out. If the egg has been removed from the crate, any PC within **MEDIUM** range can make an **OBSERVATION** test to see or hear the egg open. At your discretion it may attack the PCs, or impregnate a nearby NPC. The cliff-dwellers will not react well to this and may turn on the PCs as bringers of evil.

THE FERALS ATTACK: The ferals, agitated by the invasion of their nest by the PCs, have been yelping and calling in the forest, building for an aggressive assault on the cliff-dwellers. Their calls can be heard coming from all directions and getting closer and closer to the plateau. All who hear this gain +1 **STRESS LEVEL**. At the moment of highest tension, they will appear at the base of the cliffs, and start climbing. There are dozens of them.

THE WORKERS REVOLT: Tensions amongst the workers reach breaking point, as it's clear the executives are using the PCs to feather their own nests, while keeping the status quo. Led by Lespera, the workers storm the Bluff and then the Enclave, to demand equality. The executives will try to placate them long enough to get them back to the Shanty Town and defuse the situation, but—at your discretion—the angry mob can grab the leaders and throw them from Judgment Bluff.

FINALE

Mother Ma'Kayla's patience wears thin. She contacts the PCs giving them one last chance to hand the refugees over. Her ship fires a warning missile that just misses as a demonstration of her intent. If the PCs refuse again, she says: *"I regret you have forced my hand and denied me my righteous retribution against my wayward children. I have ordered my devotees to overload the atmosphere processor. It will explode in three hours, with the force of 15 mega tons. You will all die. It is a pity, for you could have joined the Children of the Two Divines and lived your lives in the glorious pursuit of perfection. If you attempt to leave, I will shoot your ship down. If you wish to live, place the refugees, alone, on the plateau by your shrine—leave them there for us to collect. Once they are aboard you will be free to depart. Don't think you can repair the processor—I have sent some friends to keep you occupied."*

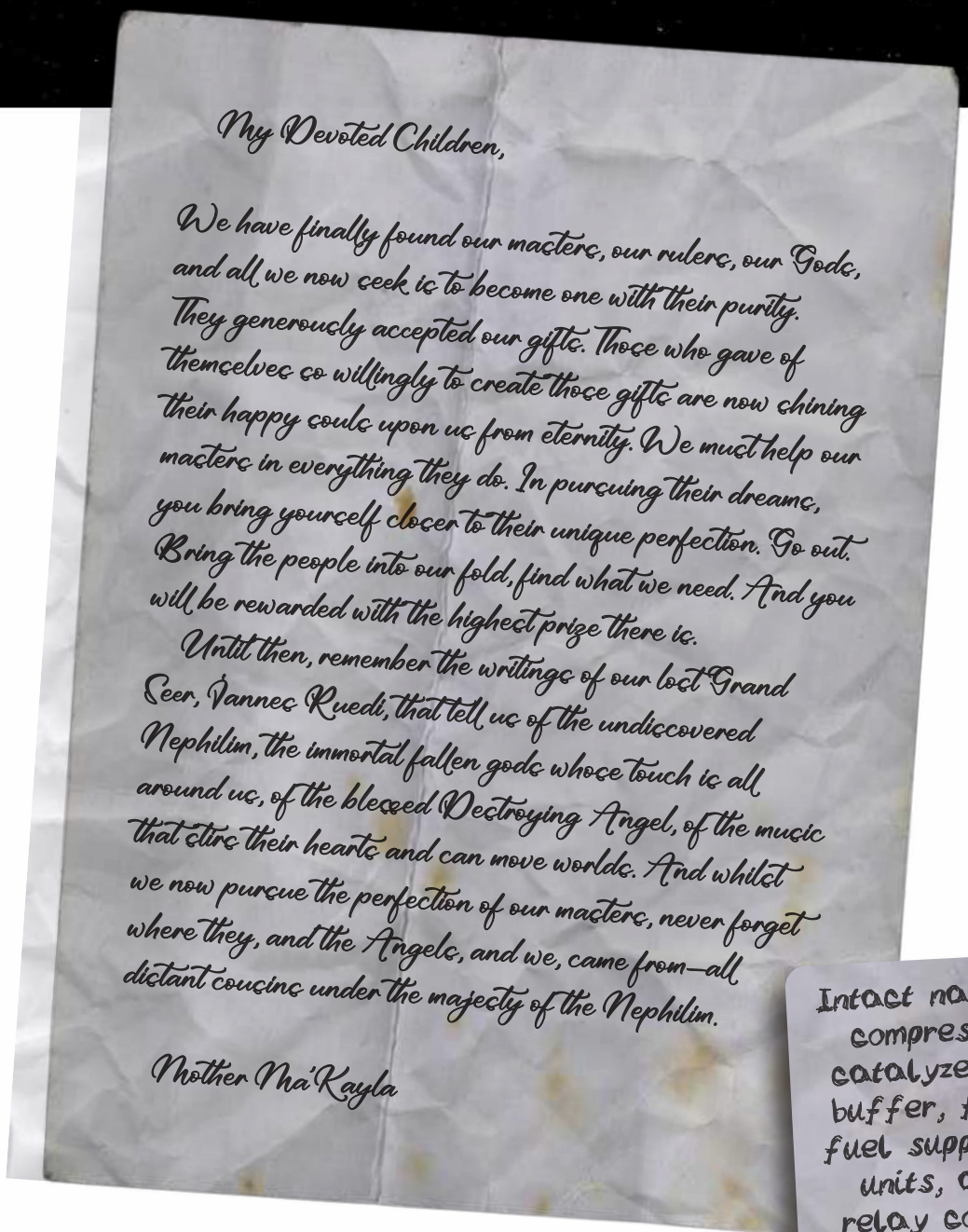
Ma'Kayla has released two Stage IV XX033 Xenomorphs, Deacons (page 135), to cause panic and fear at the cliff-dwellers' settlement. They can be heard squealing in the distance. Climbing the cliff is no barrier to these monsters and they will raid the plateau at a time to best enhance the tension.

It's up to the PCs how they want to resolve this situation. If they rush to the atmosphere processor, they will have to cope with the ferals (although some are dead, killed by the Children of the Two Divines) and five devotees left behind specifically to prevent the overload being deactivated. To deactivate the overload requires a **HEAVY MACHINERY** roll, and a Turn of work, followed by a **COMTECH** roll and another Turn of work. If the PCs successfully achieve this the *Solovetsky Island* will come under attack as Mother Ma'Kayla tries to use force to recapture the refugees.

EPILOGUE

Once the dust settles, literally or metaphorically, there are still opportunities to re-colonize Dylan Colony, should the PCs want to press for that. The Great Mother Mission's chief medical officer may be shocked by the reports of the ferals and proposes a mission to return to the jungle to find, capture, and treat those poor people, and welcome them back into civilization. But is there still a Facehugger running free? ■

METAPUZZLE CLUE #2—MOTHER MA'KAYLA'S CRUMPLED LETTER



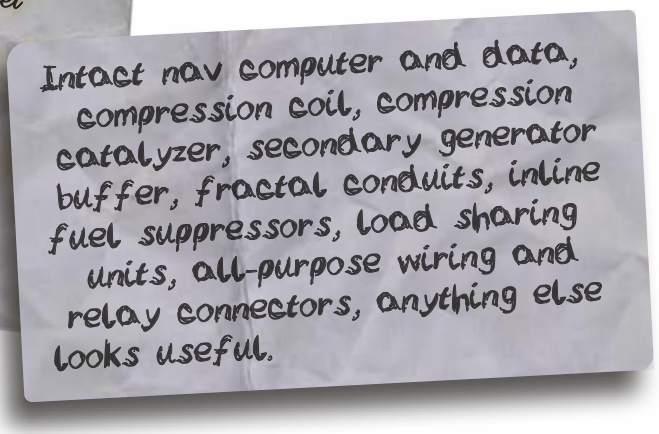
My Devoted Children,

We have finally found our masters, our rulers, our Gods, and all we now seek is to become one with their purity. They generously accepted our gifts. Those who gave of themselves so willingly to create those gifts are now shining their happy souls upon us from eternity. We must help our masters in everything they do. In pursuing their dreams, you bring yourself closer to their unique perfection. Go out. Bring the people into our fold, find what we need. And you will be rewarded with the highest prize there is.

Until then, remember the writings of our lost Grand Seer, Vannes Ruedi, that tell us of the undiscovered Nephilim, the immortal fallen gods whose touch is all around us, of the blessed Destroying Angel, of the music that stirs their hearts and can move worlds. And whilst we now pursue the perfection of our masters, never forget where they, and the Angels, and we, came from—all distant cousins under the majesty of the Nephilim.

Mother Ma'Kayla

SCRIBBLED ON THE REVERSE



Intact nav computer and data, compression coil, compression catalyzer, secondary generator buffer, fractal conduits, inline fuel suppressors, load sharing units, all-purpose wiring and relay connectors, anything else looks useful.

3. LEAVE ALL ELSE TO THE GODS

"We have a basic responsibility to our species to venture to other worlds. Sailors on a becalmed sea, we sense the stirring of a breeze."

—CARL SAGAN

The PCs are sent to a pristine planet, to colonize and explore. But they are not the first to make landfall here—they find the camp of a colony scouting team stranded here 75 years ago. Under orders from Governor Abantu, the PCs establish the new colony. But as the colonists set up their new home, the PCs make a terrible discovery—the ancient ruins of an Engineer city, and the remnants of their genetic creativity. Can the PCs uncover the terrifying secrets of the city in time to save themselves and the new colony?

WHAT IS GOING ON?

In 2100, just before the Isolation, a small survey crew from Gorham Colony scouted the KOI-1966 system, and found KOI-1966.03, the third planet. They nicknamed it "Aljanna" after the Hausa word for paradise. They set up a forward base camp, but before the planet could be colonized the Isolation changed everything. The scouting crew soon discovered the buried remains of an ancient Engineer city, and the horrors that lay within.

When the Engineers fled this area of space thousands of years ago, the city was abandoned in a hurry. They left behind the preserved remains of their creations—a form of proto-human, a primitive Arcturian, a Fulfremmen, others now impossible to identify, and XX121 Xenomorphs.

The scouting crew disturbed the hibernating Xenomorphs and were quickly taken as hosts. Since then, the hive has grown, the Xenomorphs exploiting the indigenous life on Aljanna and living in the dark halls of the city.

WHAT'S THE STORY, MOTHER?

The comms unit buzzes, the incoming ID code showing it's Gaius, calling from *UNCSS Ìyánlá*.

"Good day Solovetsky Island. I hope all is well.

As you know, a key element of the Great Mother Mission is to re-colonize this sector of space under the collaborative banner of the United Nations, and not any one supernation or corporation. The third planet in the KOI-1966 system, KOI-1966.03, was noted as suitable for colonization before the Isolation, and this has been corroborated by our long-range survey scans. Governor Abantu has taken a close personal interest in the colonization of this planet—between you and me he is desperate for a good news story, and setting up the first colony of the Great Mother Mission will be that story.

Your task is to travel to KOI-1966.03 as the advance party for the colonization. The Ìyánlá will be 24 hours behind you. We have four atmosphere processors riding on Ìyánlá's back and consuming fuel at a terrible rate, so we need to get them deployed soon, and thousands of colonists on ice, to wake up and start making better worlds for all. You will oversee the colonization operation and then survey the planet for valuable resources.

As I said, Governor Abantu himself is the driving force behind this expedition and expects to see rapid results. Don't let him down."

CLUES TO THE METAPUZZLE

The PCs can learn the third campaign clue during this expedition, by investigating the Gallery of the Ages within the Engineer city and activating the Engineer archives. The PCs will learn that the Engineers created the Xenomorphs and the Perfected but then could not control them. They decided to leave this sector of space behind, using a device they call "the Lychgate."

KOI-1966.03—ALJANNA

KOI-1966.03 is a paradise world, a pristine twin of Earth. It has a warm and temperate climate, with tropical regions at the equator and freezing poles. However, it does suffer from high levels of ultraviolet radiation from the local star, equivalent to Weak radiation that only takes effect once per week—something an atmosphere processor can fix by adding ozone to the stratosphere. Gravity is Earth standard. The only significant difference is the day length of 48 hours instead of 24.

The planetary details for KOI-1966.03—Aljanna—are noted to the right and can be used to expand the story of the PCs' adventures on this world, should they choose to continue the colonization once this expedition has finished, using the rules in the Appendix: Building Your Own Better World (page 275).

SOLAR SYSTEM & COLONY RECORD

KOI-1966 System and KOI-1966.03

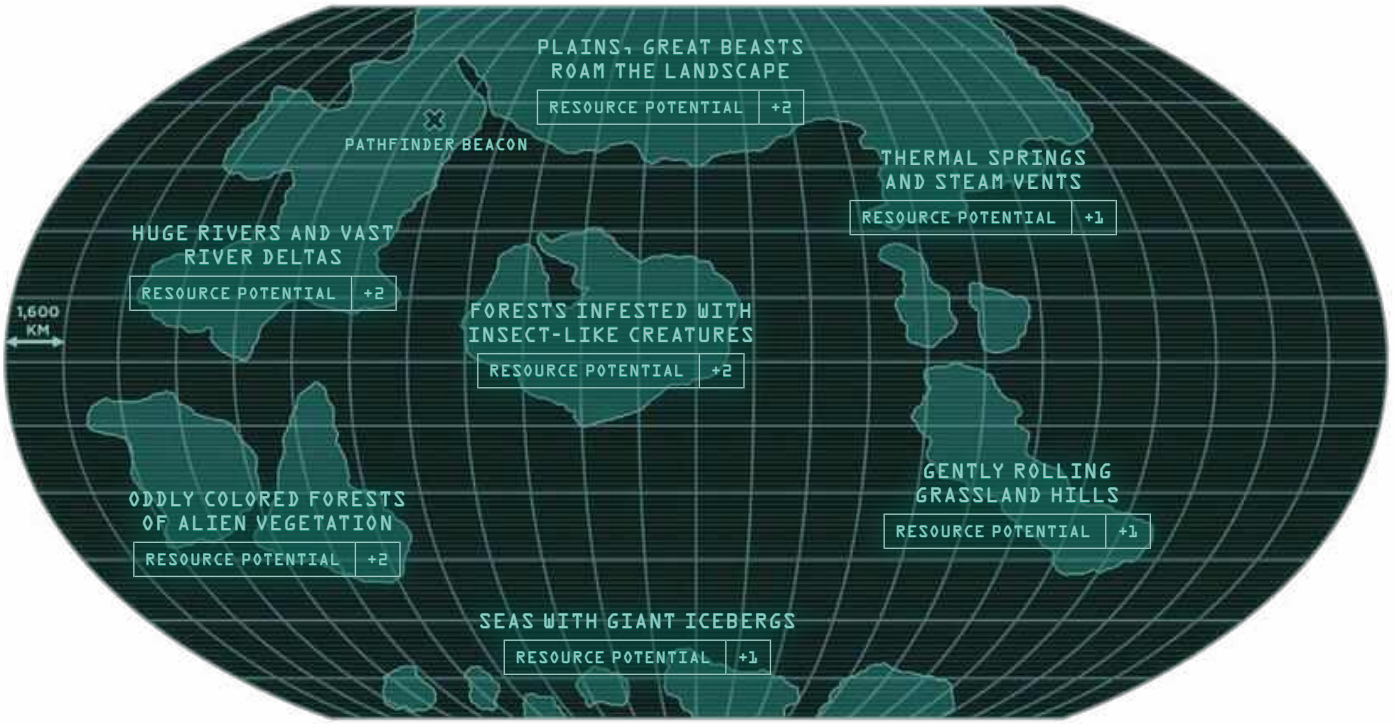
PARENT STAR	SURVEYED PLANET POSITION
Single G Class White Star	3

GAS GIANTS	ROCKY PLANETS	ICE PLANETS	ASTEROID BELTS	RADIATION
4	1	2	3	NONE

PLANET SIZE	ATMOSPHERE	HYDROSPHERE	DAY LENGTH	AXIAL TILT
12,500 KM	Breathable	Temperate Wet	48 Hours	20°

GRAVITY	CLIMATE	GLOBAL FEATURE	ORBITAL PERIOD	PLANETARY PERSONALITY
1G	Temperate	Abundant life	460 days	Forgiving

KOI-1966.03



KICKING OFF THE ACTION

The action starts with the PCs arriving in the KOI-1966 system. They can learn about the system with a simple survey scan, which also picks up a very weak signal from an old colony pathfinder locator beacon on the third planet. This is not a distress beacon but was used by scouting teams to denote their presence and a suitable location for colonization. It's located in the northern hemisphere (Northern Hemisphere West in the diagram on page 207) in a region of mountains, rivers and river deltas. If the PCs check, they can see that this beacon is using a pre-Isolation code and is thus at least 75 years old.

Further investigation reveals there is a small prefabricated pre-colony base established on a wide plain bordered by large rivers and a low mountain range. There are no signs of human life and there is no reply to any communication attempt. Their scans also detect the following in the vicinity of the pre-colony base:

- A huge collapsed cliff-face, 25 km to the north, radiating signatures for many rare and highly sought after minerals. A successful **COMTECH** roll will identify rhodium, iridium and platinum, a prospector's dream find.
- A group of lakes, 50 km to the south, are blooming with multicolored flashes indicating some form of sea life: red, auburn, green, yellow, and orange—the water is a painter's palette gone mad. Perhaps an indigenous source of food—just what a new colony needs.
- 200 km to the northeast, the plains are filled with beasts, herds of alien quadrupeds roaming the landscape. A source of food, or creatures to domesticate?
- There is a large area of increased thermal signatures 100 km to the east. A successful **COMTECH** roll doesn't give a clear answer but suggests this could be either some low level volcanic activity, or a cluster of lifeforms (it is caused by the underground Engineer city).

It's up to the PCs how they explore the planet. Landing the *Solovetsky Island* anywhere requires a **PILOTING** roll. If the roll fails the landing is still successful but the ship comes down heavily, causing D3 damage.

SHORE PARTY: The prospector on the *Solovetsky Island*, Emily Quintana (page 158), insists she joins the PCs planet-side to assist with prospecting and surveying the environment. She will keep an eye out for the PCs taking any finds and hoarding them for themselves.

PRE-COLONY BASE CAMP

Sitting in the center of a three-kilometer wide grassy plain, the camp consists of six prefabricated rigid tents surrounding the pathfinder locator beacon, a box one meter across with a series of aerials. It has fallen on its side but continues to function, powered by a grimy portable solar panel that stands next to it. The camp has obviously been abandoned for a very long time—the structures are smeared by ages-old dust and dirt, containers and boxes lie scattered, the grasses of the plains have grown around and through the place. A battered Daihotai 8×8 tractor rests a few meters away, slumped in upon itself with rotted tires and its structure rusted and broken.

PREFABRICATED TENTS: One of the six rigid tents has completely collapsed, and the others are damaged. Some were torn open by the Xenomorphs when they claimed the last of the scouting crew—with a successful **OBSERVATION** roll the PCs can detect that some of the damage does not appear to be caused by weather.

Despite the damage, there are many sealed boxes of useful supplies—the PCs can find anything they wish that would have been available in 2100, at your discretion, unless it's perishable, in which case it has long since rotted away.

In one of the tents, amongst the camp debris, is a data pad that belonged to the team leader, Daran Bako. If the PCs examine it, they will find Bako's survey of this region, his clear recommendation that it's a perfect place to establish a new colony, and the details of his last log entries. See the sidebar Daran Bako's Log.

DARAN BAKO'S LOG

Daran Bako, expedition leader, Colonization Scout Team Delta-19, Aboki settlement, Gorham Colony

11/07/2109: Landfall on KOI-1966.03, henceforth called "Aljanna" for this planet is paradise.

12/02/2109: Initial surveys encouraging. This planet is ripe for colonization and this location is superb, with access to plentiful resources within hundreds of kilometers. It's such a kind and forgiving world that some of my team are talking about giving up the scouting life, and staying to set up the colony and live here.

01/11/2110: Our retrieval ship hasn't arrived on time. Efforts to contact them are fruitless as there's some interstellar interference. Jamal suggests it could be a solar flare.

03/24/2110: Supplies are running low and still no sign of retrieval. The team is becoming dispirited. We are having to cast our net further. This planet can certainly feed us, we just have to get on with it. There's potentially a verdant spot out to the east, and we go to explore that tomorrow.

COLONIZING ALJANNA

The planet appears ideal for colonization, just what the Great Mother Mission has been looking for. Once the PCs have made their initial exploration of the pre-colony base, they receive a message from the *Ìyánlá*, that they are in orbit and will commence colonization procedures in one Shift. As such, the PCs are expected to proceed with colonization, by Governor Abantu, *Ìyánlá's* synthetic overseer Gaius, and the other *Solovetsky Island* crew members—they not only think the place is perfect for colonization but want the distinction of establishing the first colony under the Great Mother Mission, to be recorded for posterity as founders, and get a fat bonus in their paycheck.

Colonization should take place before the PCs find the Engineer city and the dangers that lurk there. However, if the PCs are determined to delay colonization for any reason, make sure they feel the full wrath and displeasure of Governor Abantu who, if necessary, will get the PCs on comms and give them a direct order to begin the operation.

Once the PCs are ready to start the colonization process you should use the guidance in the Appendix: Building Your Own Better World (page 275), and follow these steps:

1 The colonization will take place at the PCs' location, in the Northern Hemisphere West region of the planet.
2 If any of the PCs have family in cryosleep aboard *Ìyánlá*, they can choose to have them join the colony deployment.
3 An advance party under Colony Supervisor Manisha Kiran arrives but the PCs and their crew are expected to manage the operation to get the machinery on the ground. This requires a Shift of work and a **HEAVY MACHINERY** roll to control each deployment of the atmosphere processor and three colony modules (four rolls in total)—an NPC crew member can make this roll if their skill is highest. If the roll is failed for any of these, roll on the table on page 210 to see how badly things go south.
4 Once the colony is safely on the ground, the PCs should roll for the colony's starting attribute values and Development Level (page 285)—then the colony is ready to play.
5 In honor of Daran Bako and his crew of scouts, Governor Abantu chooses to name the colony "Aljanna." Colony Supervisor Kiran and the initial colonists celebrate this moment with the PCs. Cartons of prefab meals and bug juice are cracked open, backs are slapped and cheers ring out. Governor Abantu contacts the PCs to congratulate them, and everyone takes a moment to relish their success.

D6	ATMOSPHERE PROCESSOR	COLONY MODULE
1–3	It comes down with a bump but is otherwise undamaged.	It comes down with a bump but is otherwise undamaged.
4	It crash lands but is not seriously damaged. However, it will take three months to repair and bring online.	The module crash lands and suffers some damage, but no one is hurt. The colony loses 1 point from a random colony attribute (page 279).
5	It lands in the wrong place, blocking a river. The water pools around and inside the processor, creating a new lake.	The module's shielding breaks away. D6 colonists aboard are killed, but it's seen as a terrible accident.
6	A system fails and the processor loses control. It spins and crashes in a huge explosion leaving a twisted mass of wreckage. The incident is seen as an accident, but people blame the PCs.	The module suffers a catastrophic failure and is wrecked, killing 2D6 colonists aboard. The colony loses 1 point from two random attributes (page 279). The incident is seen as an accident, but people blame the PCs.

COLLAPSED CLIFF

The cliff is 25 km north of the base camp. A landslide over a kilometer wide occurred some years ago, revealing in cross-section the mineral rich caverns and tubules within. Some are natural, but many are caused by a Harvester-like creature, a fact the PCs can learn with a successful **OBSERVATION** roll. This constant internal erosion caused the landslide in the first place, and the remaining cliff is highly unstable.

It is littered with mineral ores, including rhodium—exceptionally rare and vital for electronic systems and fuel components, iridium—used to harden alloys and as a catalyst, and platinum—ever in demand. A very rich find and a powerful reason to colonize the planet.

The enormous mound of jagged scree at the base of the cliff stretches along its 1,000 meter length. It requires a **MOBILITY** roll to climb across. If this is failed, the PC slips and falls on the sharp rocks, taking one point of damage. They must also roll a Stress Die—on the scree begins to slip. The PC and all within **MEDIUM** range must make a **MOBILITY** roll or get swept along in the small avalanche, taking an eight Base Dice attack, Damage 1. Another Stress Die should then be rolled—this time a roll of sees a 50-meter-wide stretch of the cliff start to come down with an earth-shattering crack. All who witness this gain +1 **STRESS LEVEL** and must make a **MOBILITY** roll to avoid the rock fall. Anyone caught in its path takes a twelve Base Dice attack, Damage 2.

At your discretion, this disturbance may rouse D6 small Harvesters that were within the rock (treat them as Harvester Juveniles, page 318 of the core rulebook). They are angry at being disturbed and will attack the PCs.

ALGAE LAKES

A series of lakes linked by rivers lies 50 km to the south of the pre-colony base, at the apex of a huge delta. They are filled with multicolored weeds and algae, mostly growing around the shallow edges of the water, where it rarely gets deeper than 1.5 meters. If the PCs wade into the water to reach the plant life, they can take a Turn to analyze it with an **OBSERVATION** roll:

- For one the PCs learn that the weeds and algae are all edible.
- For two they assess they are fast growing and are food for other creatures, as evidenced by the coin-sized bites taken out of the weeds' leaves. The weeds have electrocytes within their stems that create a low electric current, presumably to keep the predators away.
- For three or more the PCs realize that these species are symbiotic, that the weeds use the algae for basic minerals, and the algae attaches to the weeds to grow its spores.

The predatory creatures, Octobugs, also live in the mass of weed-algae. At your discretion, any PC in the water will be attacked by D3 of them.

THE OCTOBUGS OF PARADISE

No bigger than an adult's hand and tan in color with three tentacles, each Octobug is equipped with razor-sharp gripping claws. They gain sustenance from a form of electro-synthesis, with the ability to detect the warmth and energy from powered systems and absorb it. They are easily agitated and excitable. Usually found in small groups, they are most dangerous when they act as a swarm.

SPEED: 1

HEALTH: 1

MOBILITY: 4 on land, 10 in water

OBSERVATION: 6

OCTOBUG ATTACKS

D6	ATTACK
1–2	**POWER HUNGRY:** The Octobug makes an attack with eight Base Dice, Damage 1, ignores armor. If it hits, it sucks D3 power from the Power Supply of a random item in the target's possession. If the item is a compression suit, respirator or other breathing kit the power dips and the item loses D3 from its Air Supply instead.
3	**SUFFOCATING:** The creatures cover, fill or otherwise block the airways of their target. Attack with six Base Dice, Damage 1. If any damage is inflicted the victim is grappled and suffers suffocation.
4	**NECROTIZING VENOM:** The Octobug attacks with six Base Dice, Damage 1. If the target suffers any damage, they are bitten, jabbed, spiked or scratched with venom that starts to eat them from within, Virulence 8. They must make a save every Turn or suffer one point of Damage until they resist, get MEDICAL help, or die.
5	**GO FOR THE HOT SPOT:** The Octobug targets the biggest source of power within SHORT range (this could be a compression suit worn by a PC, or a vehicle), and makes an attack with six Base Dice, Damage 1. If the attack hits the target suffers a huge power surge, sparks fly, systems fry, and the equipment shorts out completely (if the target is a vehicle, roll on the Component Damage Table on page 115 of the core rulebook).
6	**SWARMING CRITTERS:** The Octobugs swarm and go for the kill, tearing, slicing and ripping at their target. The victim takes an attack with eight Base Dice, Damage 1. Any damage mitigated by armor causes an extra point of damage to the armor and may cause a sealed suit to tear (page 93).

THE ROAMING HERDS

If the PCs travel 200 kilometers to the northeast, they find herds of alien bovine creatures, calmly grazing the long grasses. An **OBSERVATION** roll will reveal the grass to the rear and flanks of the herd rustling as something unseen moves amongst the stalks. There are three indigenous creatures, akin to Lionworms (page 320 of the core rulebook), hunting the bovines. The Lionworms realize the PCs are not prey and will ignore them unless they get in the way of the hunt, in which case one will attack, not to kill but to warn the PCs away from the Lionworms' meal.

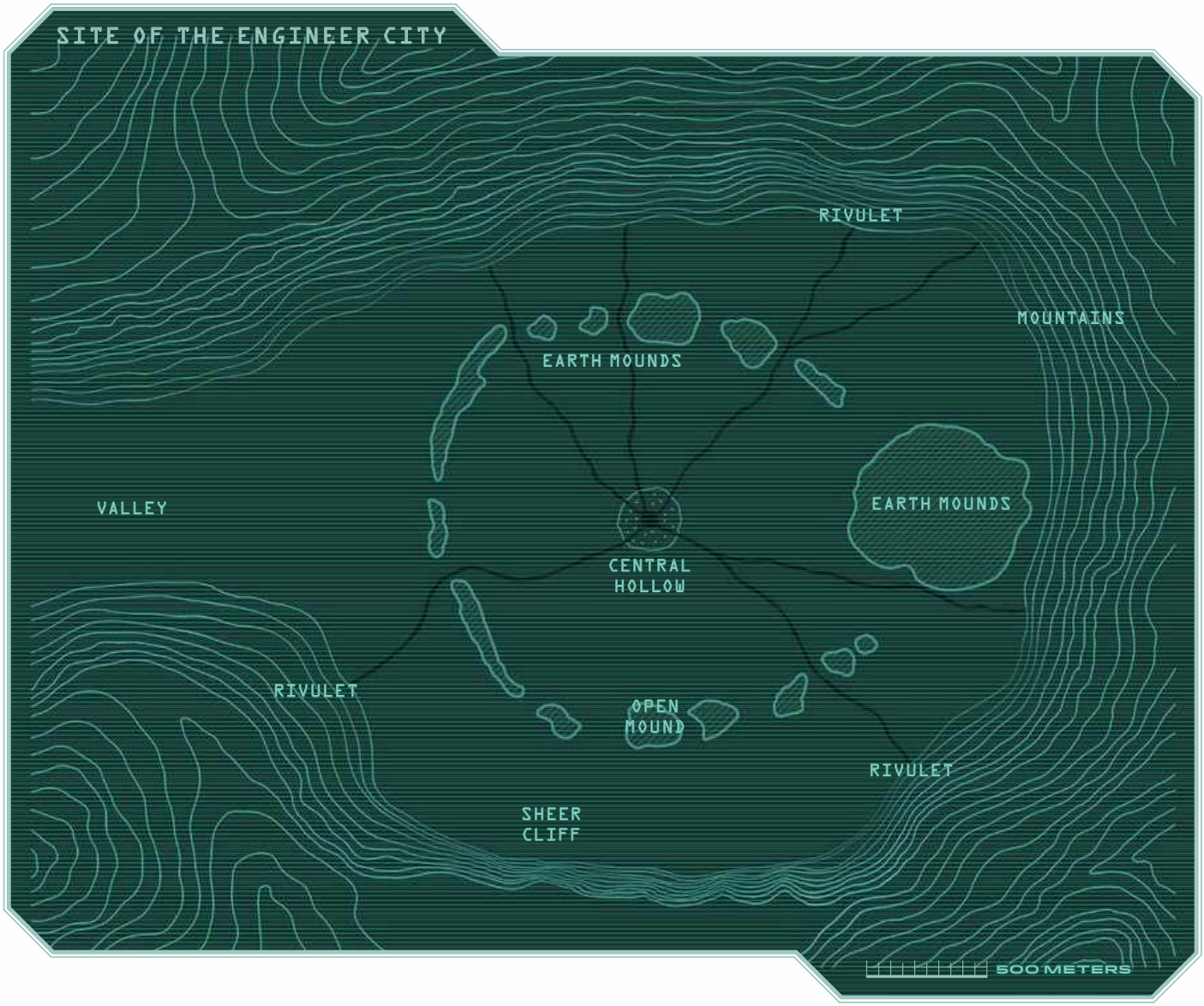
If the PCs want to analyze the bovines, they can either hunt one (Health 6, Armor Rating 2, **MOBILITY** 5) or make a **MOBILITY** roll to get close and a **CLOSE COMBAT** roll to grapple. Once grappled the bovine will go limp and compliant. An **OBSERVATION** roll will tell the PCs the following:

- For one ✠ the PCs assess that the creatures are edible and have a silky woolen coat that would be valuable for making textiles.
- For two ✠ they assess that the creatures are partially mammalian—partially reptilian, and probably lay eggs to reproduce.
- For three or more ✠ the PCs realize that these creatures are docile and should be easy to domesticate.

THE FLORA OF THE CITY

The Engineer city has become home to a species of pink toadstools of the fungus Ophiocordyceps vehemens. These sweet-smelling fungi live in dark, dank places and can be found anywhere in the city. They disperse invisible spores in response to movement within **SHORT** range. Anyone exposed must make a Sickness Roll against Virulence 6. If infected, after one Turn they will begin to exhibit angry outbursts at the slightest provocation. Get your players to role-play this and reward them with a Story Point for good roleplaying.

After a Shift, the victim becomes enraged, goes berserk against any living thing, fighting until they or their victim is dead, Broken or they are restrained. The victims do not eat or drink, so may perish through dehydration or starvation (page 106 of the core rulebook) if they fail to recover soon enough or are not restrained and given medical treatment. A successful **MEDICAL AID** roll adds a +3 modification to the victim's subsequent Sickness Rolls. A victim makes another Sickness Roll every 24 hours, against Virulence 6, until they succeed and overcome the disease, or perish.



ENGINEER CITY

The city is 100 km east of the base camp, and is hidden beneath millennia of weathering and erosion, as well as the growth of local plants and creatures. On first examination the place looks natural, sitting on a plain with semi-symmetrical mounds in the ground. Outside this ring of mounds, the grassy earth rises sharply until it meets the surrounding mountains and cliffs. The view to the south, from the sheer cliff, is a breath-taking vista of the planet's awesome beauty.

Access to the area is either by air, or along a 500-meter-wide valley to the west.

The PCs can detect the slight increase in ambient temperature here, either using the *Solovetsky Island's* scanners or with a Pups device and a **COMTECH** roll. They cannot detect any obvious volcanic activity or unusually large concentrations of animal or plant life.

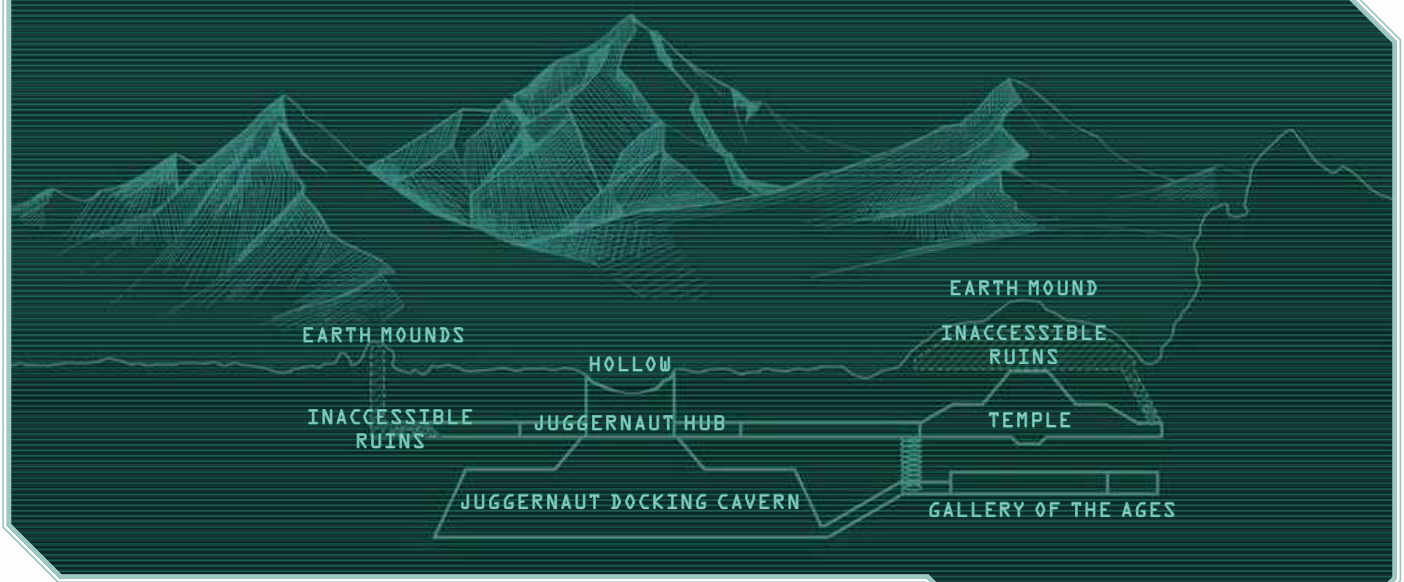
MOUNDS: Grass-covered and wet, these mounds cover ancient Engineer structures that are now just archaeological relics. Excavation with a tractor or digger will reveal these stony ruins.

RIVULETS: Rain running off the mountains has turned the ground marshy, with a number of small rivulets running down to a central hollow. Crossing them is tricky, requiring a **MOBILITY** roll to avoid getting stuck in the mud for one Round.

HOLLOW: The grassy ground here forms a hollow bowl with a slushy pool of water at the bottom. This ground has built up over the sliding iris-valve doors that would have allowed a Juggernaut to dock below ground. They are stuck open, hidden beneath this unstable ground. Any disturbance—such as a PC walking on it—risks a cave-in. Roll a Stress Die each Round a PC is in the hollow—on the earth literally falls under their feet, and they plunge into the Juggernaut Bay. The hollow caves-in automatically if a vehicle drives across it. Any PC that falls gains +1 **STRESS LEVEL**, but only takes an eight Base Dice attack, Damage 1, as their fall is slowed by the roots and branches that fill the bay, and they land on the buildup of mud at the bottom.

OPEN MOUND: The earth mounds were formed by the weathering of the site over thousands of years. The open mound has had some of this earth taken away by the Xenomorphs, leaving a narrow tunnel in the earth that accesses the southern Access Tower in the Juggernaut Hub.

ENGINEER CITY PROFILE

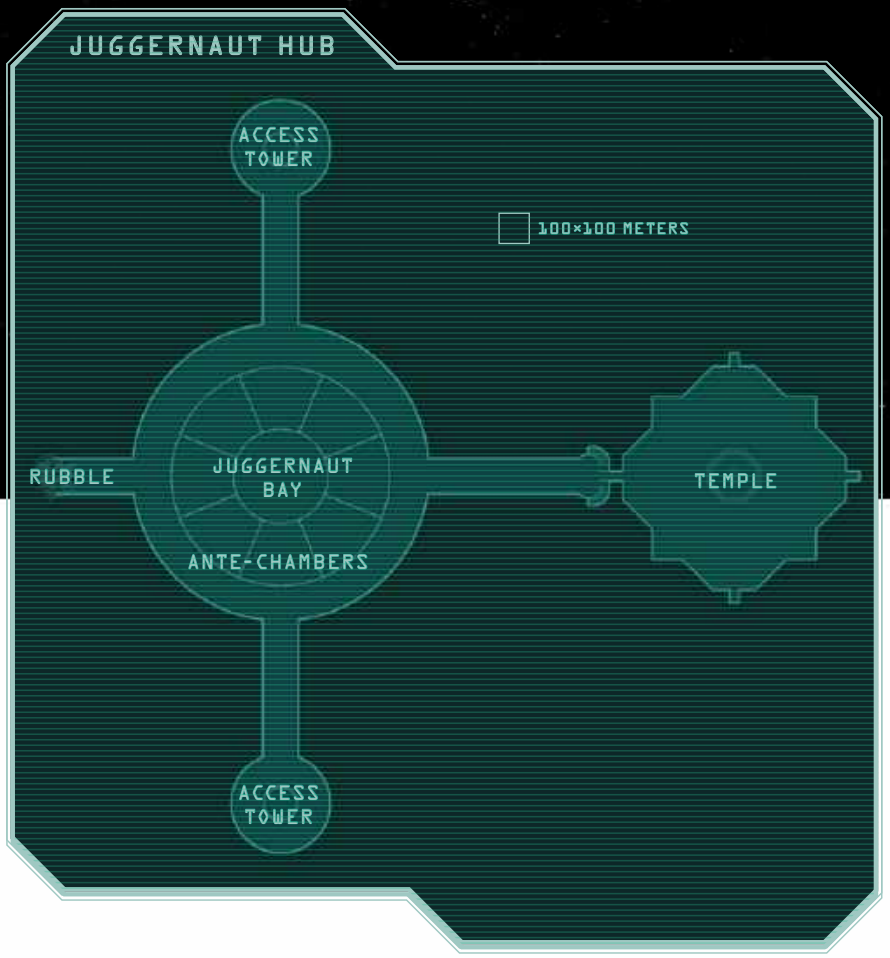


INSIDE THE CITY

The Engineer city has been empty for many thousands of years, abandoned before the Perfected could arrive and destroy it. It has some residual power that illuminates its tunnels and chambers with a gloomy blue glow but is otherwise shrouded in shadow. It smells musty and damp, an odor of stagnation and decay.

The ceremonial parts of the city—the Temple and Gallery of the Ages—are acoustically designed to carry and amplify the songs of the dead Engineers but have that effect on any sound made within them.

Doors within the city are either large stone edifices that can be opened by pushing for one Round with a successful STAMINA roll with a +3 modification or are vertically slatted portcullis-style gates that are operated by turning a handle set into the wall beside them, making them retract into the ceiling. The edifice doors cannot be destroyed, but the slatted gates can be, with Health 12, Armor Rating 4.



JUGGERNAUT HUB

JUGGERNAUT BAY: Filled with mud and plant growth, this place is musty and damp. The floor consists of a huge iris-valve hatch large enough for a Juggernaut to pass through, leading to the Juggernaut Docking Cavern below. It is fractionally open, leaving gaps in the floor half a meter wide—just enough to squeeze through. The distance to the floor is 300 meters, so the PCs will need plenty of rope and a successful **MOBILITY** roll if they want to rappel down to the cavern floor below. A failed roll will see the PC get tangled in the ropes and stuck dangling or fall the rest of the way to the cavern floor, at your discretion.

ANTECHAMBERS: Huge empty rooms, once used by the Engineers to congregate before boarding a Juggernaut.

ACCESS TOWERS: Wide spiral staircases made of stone that allow access to the surface. Only the southern tower has access to the open mound on the surface.

JUGGERNAUT DOCKING CAVERN: This gigantic circular chamber, 1,300 meters across, is big enough to house ten Engineer Juggernauts—and five of these enormous ships, old, cold, silent, empty, and long dead, still rest here now, only accompanied by the lonely echo of dripping water. This place is so awesome that anyone viewing it for the first time gains +1 **STRESS LEVEL**.

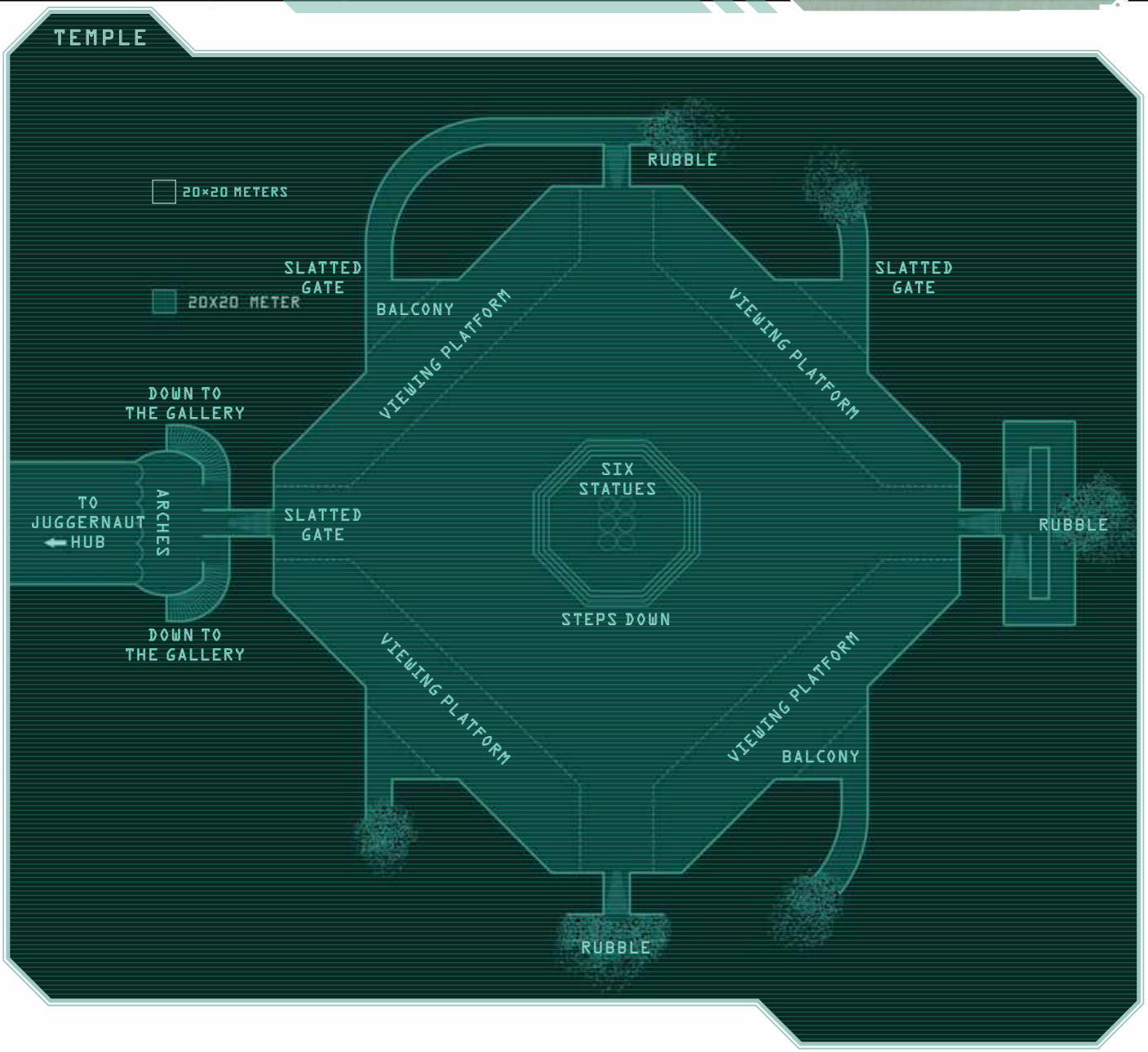
TEMPLE

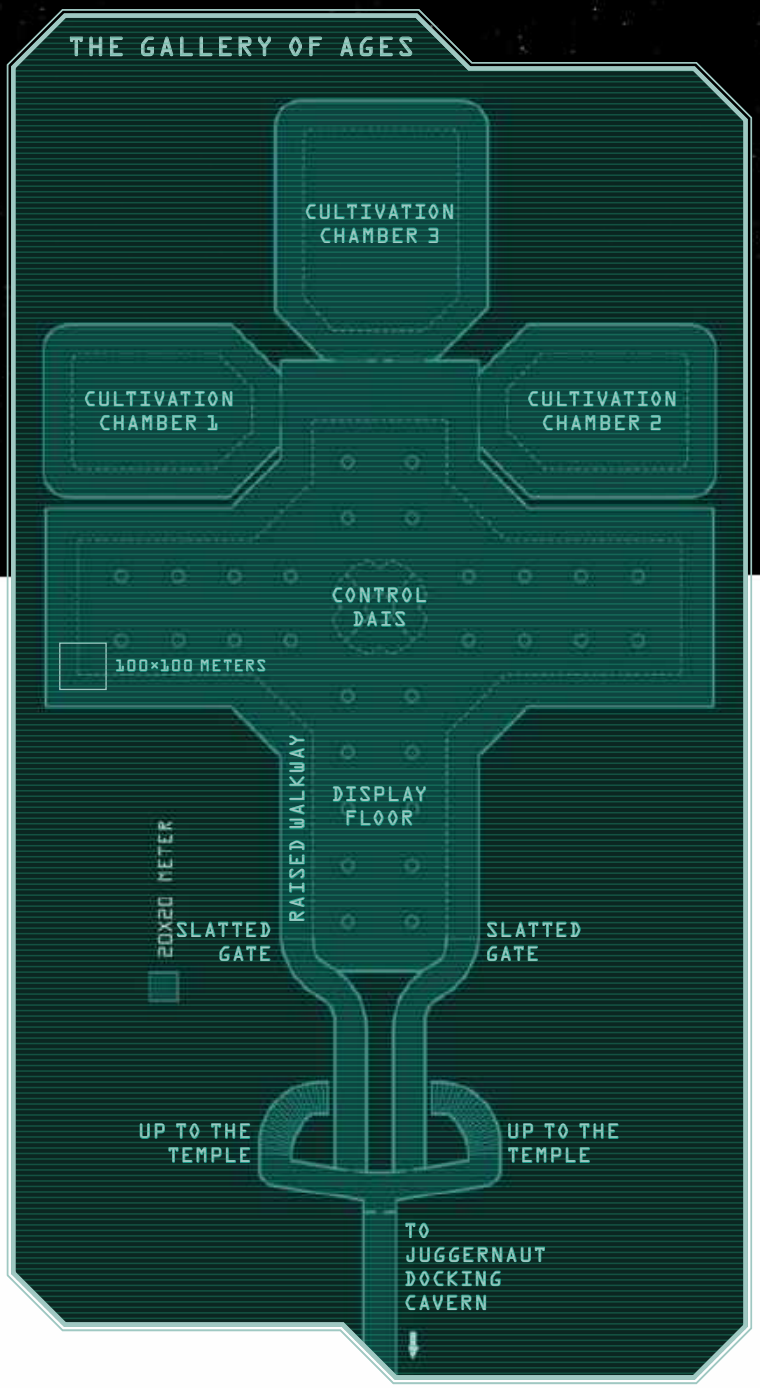
The only way to access the Temple is from either the Juggernaut Bay or Docking Cavern, all other routes are blocked by rubble and years of decay. A pyramid shape, the Temple's ceiling is 100 meters high, rising to 200 meters over the central altar-dais.

SIX STATUES: Within the depressed area of the altar-dais are six enormous head statues, 20 meters wide by 50 meters tall. In the gaps between them are carvings of various Xenomorphs, looking as if they are climbing and embracing the statues. All viewing this must make an **OBSERVATION** roll to recognize these are carvings—all who fail the roll are shocked and surprised and gain +1 **STRESS LEVEL**.

VIEWING PLATFORM: Raised five meters above the temple floor, these are platforms once used for congregations to watch and join the temple ceremonies.

BALCONY: Raised 20 meters above the viewing platforms, these give a better view of the temple.





THE ENGINEERS' SONG

Your eyes are assaulted by the sudden blue glare as glowing hieroglyphs flood the air before and around you, spinning and swirling, dazzling your mind and your vision. Around these arise tall figures, human but not human, chiseled as an ancient statue but graceful as a ballet dancer. You watch as they take up their instruments and play a hypnotic tune and wonder as a horseshoe-shaped vessel rises from the floor, spinning upwards and away, followed by another and another. Eventually the music stops, the figures laying aside their instruments to watch as one last image, of a vast spinning structure before a beautiful be-clouded planet, slowly fades into shadow.

THE GALLERY OF THE AGES

Both an archive and a laboratory, the Engineers used this place to experiment and cultivate new forms of life, and to record their successes and failures.

RAISED WALKWAY: Raised three meters above the Display Floor, this walkway gives an excellent view of the exhibits and access to the whole facility. To scale this in a rush requires a successful **MOBILITY** roll.

DISPLAY FLOOR: Filled with transparent display cases and cubicles, elegantly arranged around the ornate pillars, it is filled with Engineer creations. The PCs can learn the following, with a Turn of study and an **OBSERVATION** roll:

- For one ✠ the PCs see there are many forms of life represented here, including humanoid, quadruped and multi-limbed creatures—they identify a form of proto-human, an Arcturian and three specimens of Fulfremmen Abomination—a Revenant, a Shambler and a Perfected, all dead and preserved.
- For two ✠ the PCs realize that these are all creations of the Engineers.
- For three or more ✠ the PCs realize that all creations here are recorded as failures.

CONTROL DAIS: An ornate array of machinery and equipment is designed in the shape of an orrery, with dark metallic arms sporting globe after globe, in a complex arrangement representing hundreds of star systems. Four seats allow a PC to sit cross-legged at the controls, each seat with a vertical or transverse flute of either an upper or lower key. If a note is played on all four at the same time the dais bursts into life, and blue holographic glyphs suddenly rotate in the air. See the sidebar The Engineers' Song. This is the third campaign clue (page 162). A PC can try to decipher the glyphs with an **OBSERVATION** roll with a –1 modification, or alternatively DA/UT/UR aboard the *Solovetsky Island* can do it for them.

CULTIVATION CHAMBERS 1 & 3: Used to grow Engineer specimens, these chambers are empty.

CULTIVATION CHAMBER 2: In their rush to evacuate, the Engineers left behind live specimens of the XX121 Xenomorph. Over the years they managed to escape, opening the once sealed door just far enough for a Drone to squeeze out and explore. Now the hive fills this chamber. A Queen slumbers in the shadows at the far end, her work laying Ovomorphs done for now, as 100 eggs lie dormant before her. She is guarded by two Praetorian Stage VI Xenomorphs, the three of them too large to ever leave the city. The hive has five Stage V Soldiers, and many Stage IV Drones and Scouts. They are all **PASSIVE**.

The PCs can see this through the observation windows set either side of the ajar door. They gain +1 **STRESS LEVEL** and must immediately make a Panic roll. If this doesn't alert the Xenomorphs to their presence, the PCs must make an opposed **MOBILITY** roll against the Xenomorphs' eight Base Dice, to avoid detection. Enter stealth mode.

EVENTS

ÌYÁNLÁ CALLING: If the PCs are taking their time over deciding to colonize KOI-1966.03, they receive a message from Gaius. Despite being a synthetic, a faint hint of frustration can be heard in his voice. He's pressing for an answer on the colonization potential of KOI-1966.03, saying that Governor Abantu "is desperate to see progress, and his comments on it are frequent and vivid." He asks for an urgent progress report and needs a very good reason why the PCs are not getting on with it.

DEVILS IN THE DARK: The Engineer city is home to vermin, and they skitter away if they hear noises or see lights from the PCs. They PCs will hear this. If they go looking for the cause they can catch a glimpse of a rat-like creature with a successful **OBSERVATION** roll. However, if they fail to find the source, or don't even try looking for it, the constant noises in the distance give them +1 **STRESS LEVEL**.

THE WILDLIFE OF ALJANNA: When out in the wilderness, the PCs are stalked by an indigenous creature akin to a Lionworm (page 320 of the core rulebook). Enter stealth mode. When the Lionworm makes its first signature attack, it instead rushes a random PC, then stops. The PC gains +1 **STRESS LEVEL** as the creature scrutinizes them, before deciding the PCs are not prey. If the PCs resist the urge to be hostile it will turn and calmly slink away into the undergrowth.

FINALE

Once the PCs have discovered the Xenomorph hive, things will move quickly. Even if the PCs successfully sneak away from the hive, an alert Xenomorph will detect them before they escape the Gallery of the Ages. The chase is on. Three Xenomorph Scouts and three Drones give chase, with many more following behind them, at your discretion.

ESCAPING THE CITY: The PCs can slow down the Xenomorph chase by closing the door to their cultivation chamber. Just closing it will only delay the Xenomorphs by D6 Rounds. If the PCs have a cutting torch, they can do a rush job of welding it shut, with a **HEAVY MACHINERY** roll with a –3 modification—a success will delay the Xenomorphs by a further D3 Rounds. They can try again if this fails until their torch runs out of power. However, while the PCs are doing this, the Xenomorphs will be trying to force the door open. To resist this, the PCs need to succeed at an opposed **STAMINA** roll against eight Base Dice.

Closing the slatted gates will also slow the Xenomorphs by another D6 Rounds per gate they have to smash through. If the PCs manage to out-distance the Xenomorphs, in a vehicle or a ship, the Xenomorphs will give up and return to the hive.

DEALING WITH THE THREAT: Even if the PCs escape the city, the threat to Aljanna and the newly founded colony is terrible. The PCs could try to return to the city to seal the Xenomorphs inside, either by sealing the internal doors, or collapsing the structure in on itself with explosives, but this would come with significant risk and the Xenomorphs would oppose it. Alternatively, they could try to convince Gaius and Governor Abantu that the threat is so severe they should use one of *UNCSS Ìyánlá's* arsenal of terraforming nuclear weapons, and nuke the site from orbit—after all, it's the only way to be sure. Abantu is in favor, in order to protect and keep KOI-1966.03 as a new colony prize delivered by the Great Mother Mission, but Gaius and Kamal Vartouhi of Weyland-Yutani (page 170) are violently opposed to it. Gaius will suggest they send an exploration team to check out the PCs' claims and offer the PCs the chance to lead it. If the PCs are determined the site should be destroyed, they can attempt an opposed **MANIPULATION** roll against Gaius, with a −3 modification, to have him relent and leave Governor Abantu clear to give the order. It's up to you how many, if any, of the Xenomorphs escape the blast...

EPILOGUE

The newly formed colony may need help getting on its feet, and the PCs could be a part of that, exploring and prospecting, or gathering much needed supplies for the colonists. A Weyland-Yutani executive may want to take advantage of the archaeology of the planet, and proposes the PCs make a quiet and unofficial return to the city—now better prepared—to acquire samples and data that W-Y would pay handsomely for. ■

METAPUZZLE CLUE #3—TRANSLATION OF THE ENGINEER HOLO-GLYPHS IN THE GALLERY OF THE AGES

"THIS GALLERY IS TESTAMENT TO OUR INGENUITY—OUR INTELLIGENCE AND OUR EFFORTS—"

"BUT ALSO TO OUR FAILURE—WE MUST NOT BE TOO PRIDEFUL IN OUR ACHIEVEMENTS WHILE THEY TURN ON US—WE MUST BE MINDFUL OF OUR HUBRIS THAT WE COULD CONTROL THAT WHICH WE CREATED—WE COULD NOT—"

"WE CAN NOT—THIS HALL WILL STAND IN PERPETUITY—A MONUMENT TO OUR BRILLIANCE—BUT ALSO A MONUMENT TO OUR IMPOTENCE—"

"WE MUST NOT MOURN THAT WHICH WE HAVE LOST—BUT LOOK TO THE FUTURE—"

"SO WE WILL DEPART—HARNESS THE LYCHGATE ONE LAST TIME BEFORE CASTING ITS GLORIOUS POWER INTO THE DARKNESS OF THE PAST—LEAVING NO PATH FOR OUR PERFECTED CHILDREN TO FOLLOW—CASTING THEM INTO OUR PAST—"

"TO BEGIN AGAIN—"

4. THE DEVIL LIVES IN STILL WATERS

"In waking the tiger, use a long stick."

—MAO TSE-TUNG

The PCs find a rare thing in the Far Spinward Colonies—a society that, on the surface at least, is working well. May Outpost KOI-610.01, was once a 3WE Royal Marine outpost until it was taken over by the Chinese Asian Nations Collective (CANC, page 17). Now, the society is at war with itself and at odds with the Xenomorphs that inhabit the nearby ruins of an ancient Engineer pyramid. The PCs must negotiate the deadly forces at work, deal with the UPP, explore the wonders of the pyramid and prevent the colony falling into a full-blown insurrection.

WHAT IS GOING ON?

May Outpost KOI-610.01 was once a 3WE Royal Marine outpost, with—according to the Weyland Corporation files—nearly a billion people in 2100. This was a typo, the fat finger of an administrator hitting "zero" too many times. The real figure wasn't even a million.

The colony survived the Isolation. Then, thirty years ago, the Chinese Asian Nations Collective arrived, fresh from the disaster that was their home, Curzic Colony, begging for somewhere to settle. Permission was given, but the relationship was never friendly. Ten years ago, the CANC took control. After a bitter struggle, their leader, Colonel Zhāngjié, declared himself Warlord of the newly formed "Great Kěnéng Cooperative." The Royal Marines who surrendered were ruthlessly murdered, and the rest fled into the wilderness to carry on the fight.

Ten years later, seismic activity at the far eastern end of Xián Hú (literally "salty lake") led to the collapse of the cliff, revealing an ancient Engineer pyramid, and rousing the Xenomorphs that were sleeping there. Those who went to explore were never seen again. Since then, on the three nights of the spring and winter equinoxes, XX121LV bioluminescent Xenomorphs (page 138) leave the pyramid to roam. They wreaked havoc in the colony until Zhāngjié learned that leaving human sacrifices would gain their attention, preventing further death and destruction—except for their doomed sacrificial victims, dragged away into the lake. These victims were taken to feed the growing Hive in the depths of the pyramid.

The pyramid was put off limits by Zhāngjié's order, and life went on. Then, a month ago, a scout ship of the UPP Cosmos Exploration Corps arrived under the command of Lt Colonel Victor Drubov. Offering gifts of advanced tech with the promise of more, Drubov tried to persuade the Cooperative to join the UPP. Zhāngjié is not convinced but sees these soldiers as his way to finally unearth the pyramid's secrets. The arrival of the PCs is another golden opportunity for Zhāngjié to get what he wants for the Cooperative, and to play them off against the UPP.

WHAT'S THE STORY, MOTHER?

The PCs receive a video call from Gaius aboard *UNCSS Ìyánlá*.

"Your destination is May Outpost, designation KOI-610.01. This is a Three World Empire military base, first colonized in 2061 under the Weyland Corporation then transferred to 3WE authority on its establishment in 2088. The records suggest a population of 900 million people in 2100—seems a bit steep to me. The colony was not just a Royal Marine base, it also had mining facilities to support an electronics production industry.

The planet is highly volcanic, with considerable seismic activity and localized release of toxic gasses, with a saline and caustic atmosphere. Basic maintenance costs for May Outpost were three times equivalent averages. It is also rather warm, average daytime temperatures of 33 °C and not dropping much lower at night. The year lasts 180 Earth days, and the day is 18 hours. At this point in its cycle the planet should be approaching the winter equinox.

That is May Outpost. It will be interesting to see how accurate those 2100 reports are. Remember you are exploring and seeking to understand the current state of the colony and will offer any humanitarian aid that may be required. If a 3WE military authority still exists, you should have little trouble re-incorporating them under official authority. We will still need access to their long data disc so we can assess their long-term development, and I'm expecting the usual Colony Potential Report: industrial output; trade opportunities; political set-up and stability; and any ad hoc opportunities.

All the best, Solovetsky Island."

CLUES TO THE METAPUZZLE

The PCs can learn the fourth clue of the campaign (page 162) during this expedition, by exploring the Engineer pyramid and deciphering the glyphs that adorn the wall of the Shrine. They can also have the first campaign clue (page 162) corroborated by Warlord Zhāngjié—if asked he will say there is a band of pirates called Gorham's Marauders who attack ships to wipe their navigation data, but they don't dare raid the Great Kěnéng Cooperative.

KOI-610.01

KOI-610.01 is an Earth-like volcanic planet, with daily temperatures reaching 33 °C and not dropping much lower at night. The air is breathable, but pockets of toxic gas can emerge anywhere, along with the frequent geysers and ground bursts. With so much toxic gas and salt-blown particles in the air, corrosion is a constant problem. For every Shift that a mechanical device (including spaceships and pressure suits) is exposed to the weather roll a Stress Die—on it malfunctions either immediately or when next used. To repair it takes a HEAVY MACHINERY roll and a Turn of work. The planet is severely tilted on its axis, bringing extreme seasons in its 180-day year. When the PCs arrive, it's the winter equinox at May Outpost, with equal hours of daylight and night and the weather is stormy and wet.

The planetary map gives you all the details you need for KOI-610.01 should your PCs want to further explore or even colonize it, using the rules in the Appendix: Building Your Own Better World (page 275).

SOLAR SYSTEM & COLONY RECORD

KOI-610 System and KOI-610.01

MAY OUTPOST

PARENT STAR	SURVEYED PLANET POSITION
Single G7 Main Sequence	1

GAS GIANTS	ROCKY PLANETS	ICE PLANETS	ASTEROID BELTS	RADIATION
2	1	1	1	NONE

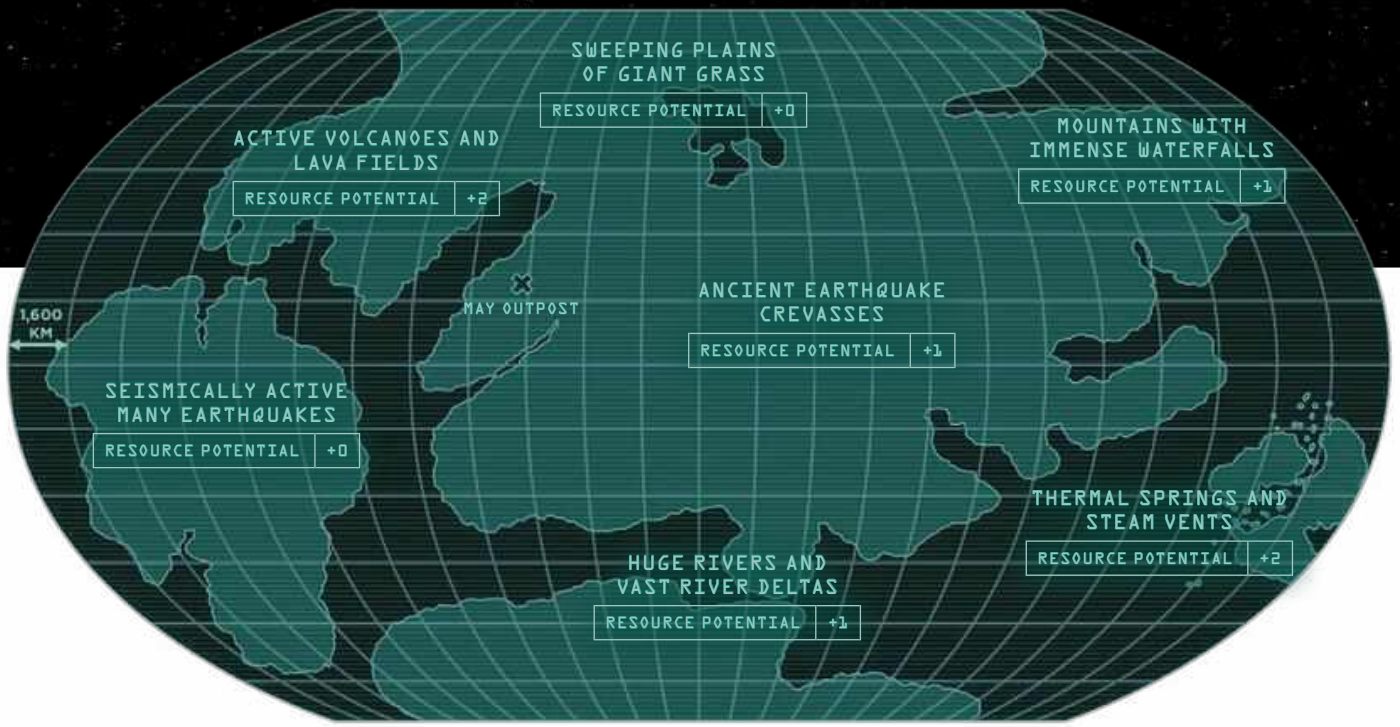
PLANET SIZE	ATMOSPHERE	HYDROSPHERE	DAY LENGTH	AXIAL TILT
12,500 KM	Breathable	Temperate Dry	22 Hours	35° (severe seasons)

GRAVITY	CLIMATE	GLOBAL FEATURE	ORBITAL PERIOD	PLANETARY PERSONALITY
1G	Hot	Multiple fast moving moons	180 days	Forlorn

MAY OUTPOST'S LONG DATA DISC

May Outpost's long data disc can be found in the Monitoring Center, on the basement level of the CANC Intelligence HQ. Once Zhāngjié knows it's important to the PCs he will use it as leverage to get the help he wants. He will be reluctant to give it up as it will show his ruthlessness during the coup. He will expect immunity from prosecution for his past deeds, and a great bargain, to do so.

KOI-610.01



KICKING OFF THE ACTION

As the PCs approach the planet, their scans reveal the following: the planet is volatile with high levels of volcanic gasses in the upper atmosphere; there's lots of radio chatter—the signal that a living settlement still persists; and pockets of twinkling civilization link together around a central town by a lake that shimmers with a bluey-white glow.

Then the comms unit crackles, and a message first in Chinese, then English:

"Unidentified vessel, this is the Great Kěnéng Cooperative Orbital Authority. Identify yourself and state your destination and purpose. Be warned, any act deemed aggressive, hostile, or non-conforming with instructions will be met with relentless defensive force. Respond."

Unless the PCs say or do something to anger the Orbital Authority, they will be instructed to land at the Landing Strip. Landing requires a **PILOT** test with a +1 modification, thanks to the support of the ground crew. A failed roll means the ship has landed heavily, taking D3 points of damage.

As the PCs make their approach, they see the layout of the town, built up at the western end of the briny lake. All roads lead away, snaking into the distance where much smaller settlements can be seen. On the north-east shore of the lake lies what must have been an old settlement, now derelict and ruined. It sits adjacent to a large cliff that forms the east end of the lake. Part of the cliff has fallen away leaving exposed an awe-inspiring relic, once buried beneath the earth. It looks like a pyramid set into the rock, one side of which has been sheared away by the landslide.

SHORE PARTY: As the *Solovetsky Island's* negotiator, Lakota Monroe (page 157) insists she be allowed to join the shore party. Once the UPP's presence is revealed she will take a very hard line with the Cooperative in negotiations, and cause Zhāngjié to lose patience with her and the PCs.

ON THE GROUND: Assuming the PCs comply with these instructions to land they will be met by a group of ten armed guards (page 171) under the command of Captain Guanting. She will politely but firmly invite them to a meeting with Warlord Zhāngjié, as they are clearly important visitors. Weapons are not allowed. If they agree they will be escorted in an open-topped personnel carrier to the Warlord's compound. As they rumble through the colony, the PCs cannot fail to notice the frequent guard checkpoints with five or six well-armed soldiers. They can learn more with a group **OBSERVATION** roll:

- **ONE ⌖:** There are a lot of people in decent clothing and looking well fed, no obvious signs of poverty or destitution, and building work is competent if not fancy. But few people are smiling, while at the same time none are showing obvious signs of unhappiness either. They seem docile.
- **TWO OR MORE ⌖:** They sense a seething undercurrent of tension, a tangible hostility in the air.

MEETING THE WARLORD: Eventually, the PCs arrive at the Warlord's Compound where they are met by Zhāngjié (page 145) and Brigadier Xìn Wǒ. Zhāngjié appears unarmed (he always has his two-shot derringer in his boot) but Wǒ is carrying a UPP sidearm gifted to her by Colonel Drubov, an MP-4043 Grach. This gun was not produced until after the Isolation. If a PC is UPP, they will immediately recognize it. Otherwise, a successful **OBSERVATION** roll will notice the weapon as being in superb condition, two ⌖ identify it as a UPP-style weapon, while three or more ⌖ will fully identify it. If Wǒ is questioned, she will say it's a treasured family heirloom from before the Isolation. The PCs may make an opposed **OBSERVATION** vs her **MANIPULATION** to spot the lie—if she fails, she cannot hide her feeling of dishonor at lying, but will not admit the lie.

Zhāngjié will ask the following questions:

- Who are the PCs, where are they from and why are they here?
- What are they offering (he is particularly interested in weapons, ship parts and upgrades)?
- He will explain there is an ongoing terrorist problem. A small group of insurrectionists, encouraged by the Union Mutual Society, are making trouble for the peace-loving people of the Cooperative. What help can the PCs offer to resolve this?
- He will invite the PCs to tour the town (with a protective bodyguard of five soldiers (page 171) under Captain Guanting) as long as they leave a negotiator (either a PC or *Solovetsky Island's* counselor and negotiator, Lakota Monroe) with his people to further explore the future relationship.

If the PCs ask about the pyramid Zhāngjié will explain its history, say it is off-limits (unless explicitly authorized by him alone) and inquire as to why the PCs asked.

If the PCs ask to meet the Union Mutual Society they will be allowed to talk to the Speaker of the Union, Stanley Sheppard, who can be found at the Three Lions tavern in the town. They will not be allowed to speak with him alone, of course, for their protection.

ZHĀNGJIÉ'S AGENDA

The Warlord wants to guarantee his personal position, strengthen the Cooperative with weapons and support to crush the insurrection and acquire the secrets of the pyramid all for himself. He feels he is in a very strong position, now that both the PCs and the UPP contingent are here and will play them off against one another—although at this stage he will not reveal the presence of the UPP to the PCs. He will agree to adopt the authority of the UN once the PCs have helped him with these three objectives, although he's happy to backslide on the deal later on if it suits him.

CAPTAIN GUANTING

Honorable and professional, Guanting is especially loyal towards Brigadier Xìn Wǒ, as she fears Warlord Zhāngjié's brutal nature and arbitrary temper. She takes her job seriously and will do everything in her power to prevent harm coming to the PCs while they are under her protection. She wants the insurrection to end, but believes negotiation is the way to assure that, not repression and violence.

STRENGTH 3, AGILITY 4, WITS 3, EMPATHY 5

HEALTH: 3

SKILLS: Close Combat 2, Ranged Combat 2, Observation 1, Command 1, Manipulation 2, Mobility 2

TALENT: Bodyguard

GEAR: CANC Combat armor (Armor Rating 6) with wrist-blade, AK-4047

BRIGADIER XÌN WǑ

SECOND IN COMMAND AND HEAD OF INTELLIGENCE

Honorable, insightful and with a great sense of fair play, Xìn Wǒ is Warlord Zhāngjié's right hand. An expert combat leader, she holds the loyalty of the troops. Since the UPP arrived, she's been having ever greater reservations about them. Their methods have no dignity or honor, something she quietly loathes. She agrees with Zhāngjié that power through strength is the best way to build a secure community, but it must be honorable, even if she and the Warlord have not always lived up to that ideal.

She wants to ensure power remains with the Cooperative, so they can negotiate the best deal for their people from the newcomers, and not be strong-armed by these UPP barbarians.

STRENGTH 4, AGILITY 4, WITS 3, EMPATHY 4

HEALTH: 6

SKILLS: Close Combat 3, Ranged Combat 2, Observation 3, Comtech 2, Command 3, Manipulation 2

TALENT: Tough

GEAR: CANC Combat armor (Armor Rating 6) with wrist-blade, MP-4043 Grach pistol

MAY OUTPOST

May Outpost is built of stone and metal, crowded buildings and narrow streets filled with subdued people, keeping their heads down to avoid the interest of the Warlord's Guard.

WARLORD'S COMPOUND: Ringed by a 5-meter-high stone wall with an imposing wrought iron gate, the compound contains a luxurious palace with gardens and pools as well as a garden atelier where Zhāngjié holds court. There are always two or three guards within a zone of the PCs.

BARRACKS: Housing 200 soldiers and their equipment, training facilities and vehicles, the three buildings are ringed by a 3-meter-high wire fence.

YǑUYÌSÀI BARRACKS: Ostensibly built as another barracks, everyone knows this houses the underground prison of the Kěnéng Cooperative. Several hundred political prisoners are held here. A ballot is held at every equinox to choose six of them as sacrifices for the Xenomorphs, two per night over the three nights.

INTELLIGENCE HQ: A three story tower housing the CANC's counter-insurgency teams, and where the UPP scouts are based, it also contains the long data disc for May Colony. Outside it stands the UPP's Mikoyan-Liu Ox Series 6×6 vehicle (page 68), first built after the Isolation. It stands out against the run-down vehicles of the CANC. If a PC is UPP, they will immediately recognize it, otherwise, a successful **OBSERVATION** roll will notice the vehicle's condition, two ✦ identify it as a UPP vehicle, while three ✦ or more will fully identify it.

GALLOWS: Set up on the beach, this wooden structure is used both to hang those considered criminals by the CANC, and to chain up the sacrifices for the Xenomorphs. A wooden viewing platform is set up to one side and a low metal barrier fences off the area.

GUARD CHECKPOINTS: Each has a movable metal fence that can block the road and is manned by between three and six guards.

LANDING STRIPS: Open fields marked out with landing lights, small hangars and re-fueling facilities. Three Bison CM-88B Freighters are here, although two are obviously not space-worthy. The UPP scout ship has been maneuvered into an open hanger and covered in tarpaulin, in a fruitless attempt to keep it out of view. While the *UNCSS Solovetsky Island* is here, it will be guarded by five soldiers at all times.

CONTROL TOWER: Runs traffic control.

UNION OFFICES: The Cooperative allows the former 3WE people to belong to a workers' union, to make them feel better. However, the union holds no power whatsoever, and those in the union realize that all too clearly.

THREE LIONS PUB: The covert center of resistance in the colony. The pub is both a throwback to old British pubs of Earth, as well as Japanese izakaya, and merges both the mahogany and hardwood floor feel with the red lantern vibe of the Japanese sake shop. It is always busy.

Stanley Sheppard runs his resistance network from here. If the PCs come searching for him after the event The Insurrectionist's Message (page 230), they will see the young woman who passed the note, and she will direct them to Sheppard. If they come with their guards, Sheppard will say he'd rather not be overheard while talking about Union business. The PCs can persuade Guanting to give them a few minutes with a **MANIPULATION** roll with three ✦, or two ✦ if they have been particularly friendly and honorable towards her up to now. Once they get to talk in private Sheppard will:

- Tell them about the history of the CANC coup and the war but leave out the incriminating tales of the 3WE's own atrocities.
- Tell them that the resistance exists to overthrow the CANC, with old 3WE Royal Marine partisans waiting to liberate the people.
- Ask for their help through materiel support, political support, the removal of Zhāngjié or outright military backing. He will hint that Brigadier Wǒ may be more honorable and reasonable—if the PCs are interested in helping, he will gently suggest they could stop the civil war by killing Zhāngjié themselves.
- He can cause much disturbance across the city, to keep the CANC guards busy, if that helps.
- He will tell them of the UPP visitors.

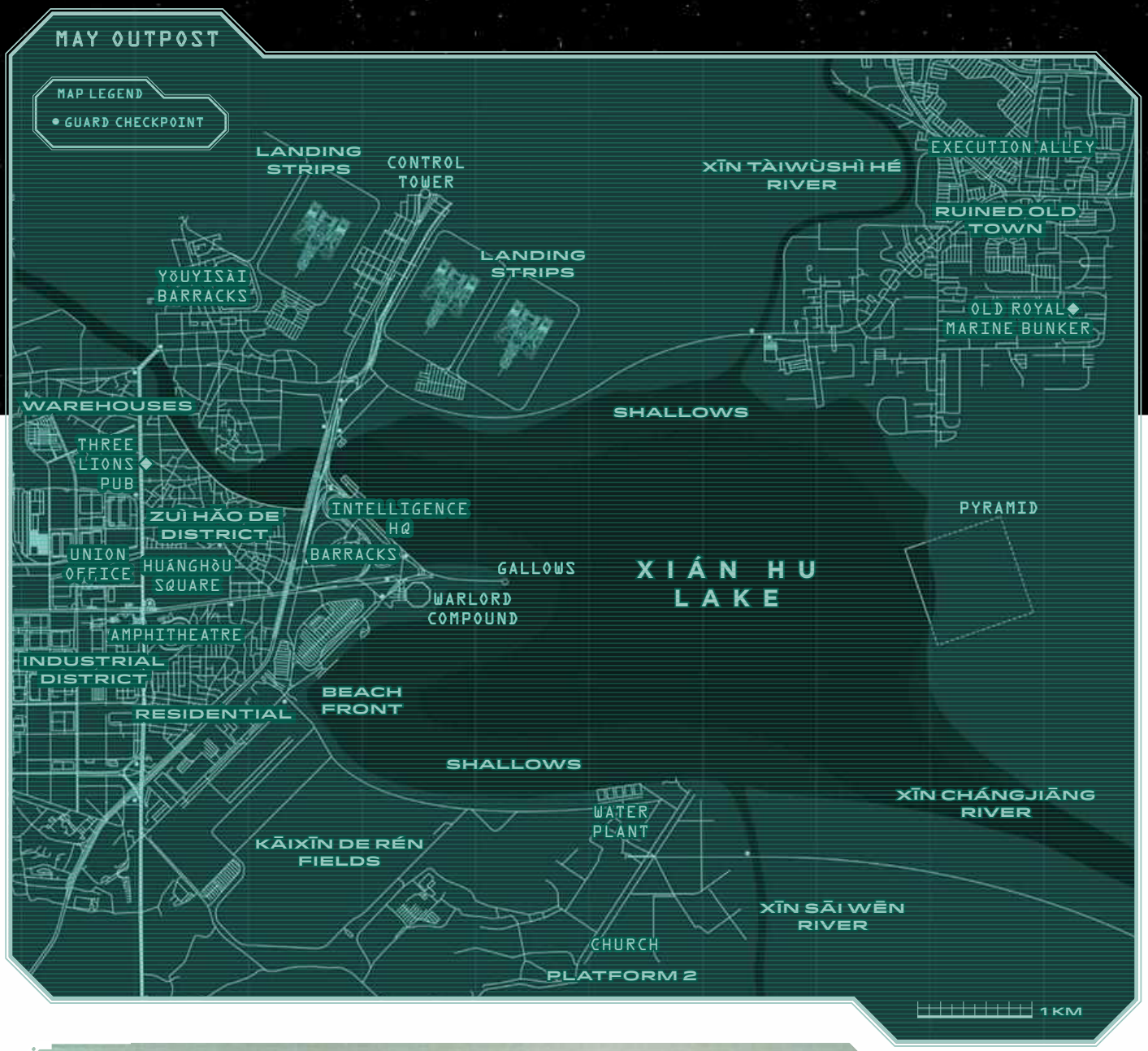
HUÁNGHÒU SQUARE: A huge plaza where the Warlord holds rallies and parades.

ZUÌ HǍO DE DISTRICT: The ruling elite of the old CANC live here, in finely architectured homes and villas.

AMPHITHEATER: Bread and circuses, that's what keeps the people happy. Here they get both, with frequent gladiatorial contests (between criminals with the prize of freedom for the survivors) and sporting events (that are often as bloody as the gladiator bouts). Warlord Zhāngjié loves both.

KĀIXĪN DE RÉN FIELDS: Playing fields and parks for recreation.

XIÁN HÚ: The lake is highly salty and when the winds pick up during the winter salt "sculptures" are often formed around the edge and in the shallows. The shallows themselves are no deeper than a meter, although the lake is 200 meters deep at its center. The water has flooded into the lower levels of the Engineer pyramid through the parts smashed by the rockfall, and there is an underwater tunnel into the Cistern, used by the XX121LV to get in and out.



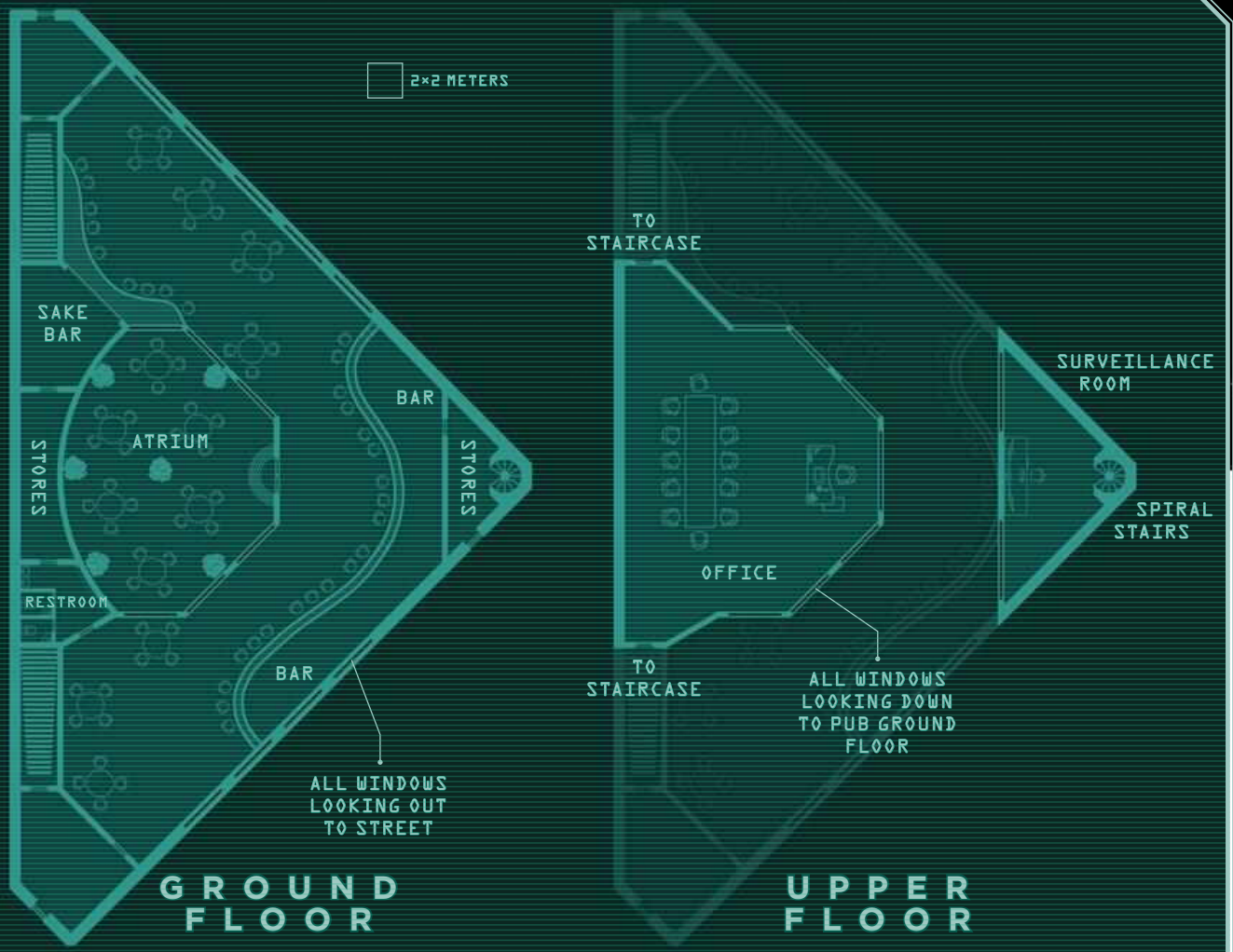
RIVERS: Three rivers flow out of Xián Hú: the Xīn Tàiwùshì Hé ("New Thames"), the Xīn Sāi Wēn ("New Severn") and Xīn Chángjiāng ("New Yangtze"). Of these, only the Xīn Tàiwùshì Hé can be crossed easily without a bridge. The other rivers are so swift that a **MOBILITY** roll is needed. If the roll is failed, the PC is swept away by the current and needs another **MOBILITY** check each Round, as a fast action, to avoid drowning.

BEACH FRONT: A nice place to spend a sunny day with the kids.

WATER PLANT: A desalination plant of stacks, pipes, valves, and towers, that provides all the clean water for the nearby town.

WAREHOUSES: Piled high with useful resources: minerals, ore, raw materials, surplus food, construction equipment, emergency settlement kits.

THREE LIONS PUB



STANLEY SHEPPARD

Intrepid, eager but ruthless, Sheppard is the Speaker for the Union Mutual Society, and covertly a leader of the 3WE insurrectionists. He's not an unreasonable man, and while he would admit that general living standards under Zhāngjié have improved, he cannot forget at what cost—kidnappings, murder, and sacrifices. His network knows of the UPP visitors (he hasn't heard the term "UPP" and wouldn't understand it if he did). Despite the risk to himself he is desperate to meet the PCs and get their help (see the events The Insurrectionist's Message and The Raid).

STRENGTH 4, AGILITY 3, WITS 4, EMPATHY 4

HEALTH: 4

SKILLS: Close Combat 2, Ranged Combat 2, Stamina 2, Observation 3, Command 3

TALENT: Subdue, Hard Hitter

GEAR: None

RUINED OLD TOWN: Formerly the site of the Royal Marines garrison and the town that grew around it, the entire settlement was destroyed during the war with the CANC. Now it is a dusty, salty, desolate ruin.

EXECUTION ALLEY: The site where the last of the marines, those who surrendered, were lined up and executed. Their desiccated bodies lie where they fell, deliberately left as a reminder of Warlord Zhāngjié's brutality. +1 **STRESS LEVEL** to those witnessing the scene.

OLD ROYAL MARINE BUNKER: The entrance is through a disused sewage overflow pipe in the south-east of town. If it is being searched for a successful **OBSERVATION** roll will find it, with a +3 modification if the PCs have been given directions to find it. A ladder goes down 30 meters to a small complex of five rooms off a central chamber. There is no power, but the air is good and it is warm. Captain Snell and five marines are here—they will defend themselves unless the PCs make it clear they are friends.

CAPTAIN HANNAH SNELL

ROYAL MARINES

Resilient, obsessive, with only one thing to live for—to take revenge against Warlord Zhāngjié. Ten years ago, when the defeat of the remaining marines was inevitable, Snell's commanding officer ordered her to take her unit and flee, to set up as partisans and continue the fight. This she did with a heavy heart. Since then, the 16 surviving marines under her command have been a thorn in the side of the CANC, but never able to force an uprising, even with the resistance network.
She knows some important visitors have arrived (the UPP scouts) and is planning a raid to assassinate them. For now, she has returned to the old Royal Marine bunker in the Old Town, to await intelligence from Sheppard and the resistance.

STRENGTH 2, AGILITY 4, WITS 5, EMPATHY 4

HEALTH: 2

SKILLS: Close Combat 2, Ranged Combat 3, Stamina 2, Observation 2, Command 3, Mobility 5

TALENT: Weapon Specialist (sniper)

GEAR: Battered armor (Armor Rating 4), RMC scope rifle (equivalent to the M42A), RMC SA8082 (equivalent to M41A Pulse Rifle), sword

THE PYRAMID

Hidden for centuries, the pyramid still has enough residual power to illuminate its interior with an eerie blue glow that seems to come from nowhere, just bright enough to see, but not bright enough to banish the shadows. The air inside is salty, and sound echoes a very long way. The Main Level is flooded by the lake to a depth of 1 meter, and the Cistern, with the exception of the rear vestibule and the Hive, is submerged.

ENTRANCE: A low and wide opening narrows as it goes deeper, eventually revealing the deep shaft and the down ramp. The Shaft goes directly to the Shrine, 200 meters below, but its walls are sheer. Any attempt to climb down brings a –2 modification to **MOBILITY** rolls, and one roll is needed for each 100 meters traversed, which also takes one Turn. The down ramp is wide enough to take a vehicle as large as a Daihotai 8×8 and spirals down to the Shrine.

SHRINE: The Shrine is flooded to 1 meter deep. The path that leads down to the Cistern is not immediately visible, requiring an **OBSERVATION** roll to spot it (or the PCs might stumble across it). On either side of the Shrine are Engineer murals, covered in glyphs—the fourth campaign clue (page 162). The glyphs can be recorded and deciphered, with an **OBSERVATION** roll with a –1 modification, otherwise DA/UT/UR on the *UNCSS Solovetsky Island* can help.

CAVERNOUS CHAMBERS: One of the four cavernous chambers was damaged by the earthquake and landslide that revealed the pyramid in the first place and is open and exposed to the waters of the lake. All are flooded. They are huge, sounds echoing off vaulted ceilings to roll around the space.

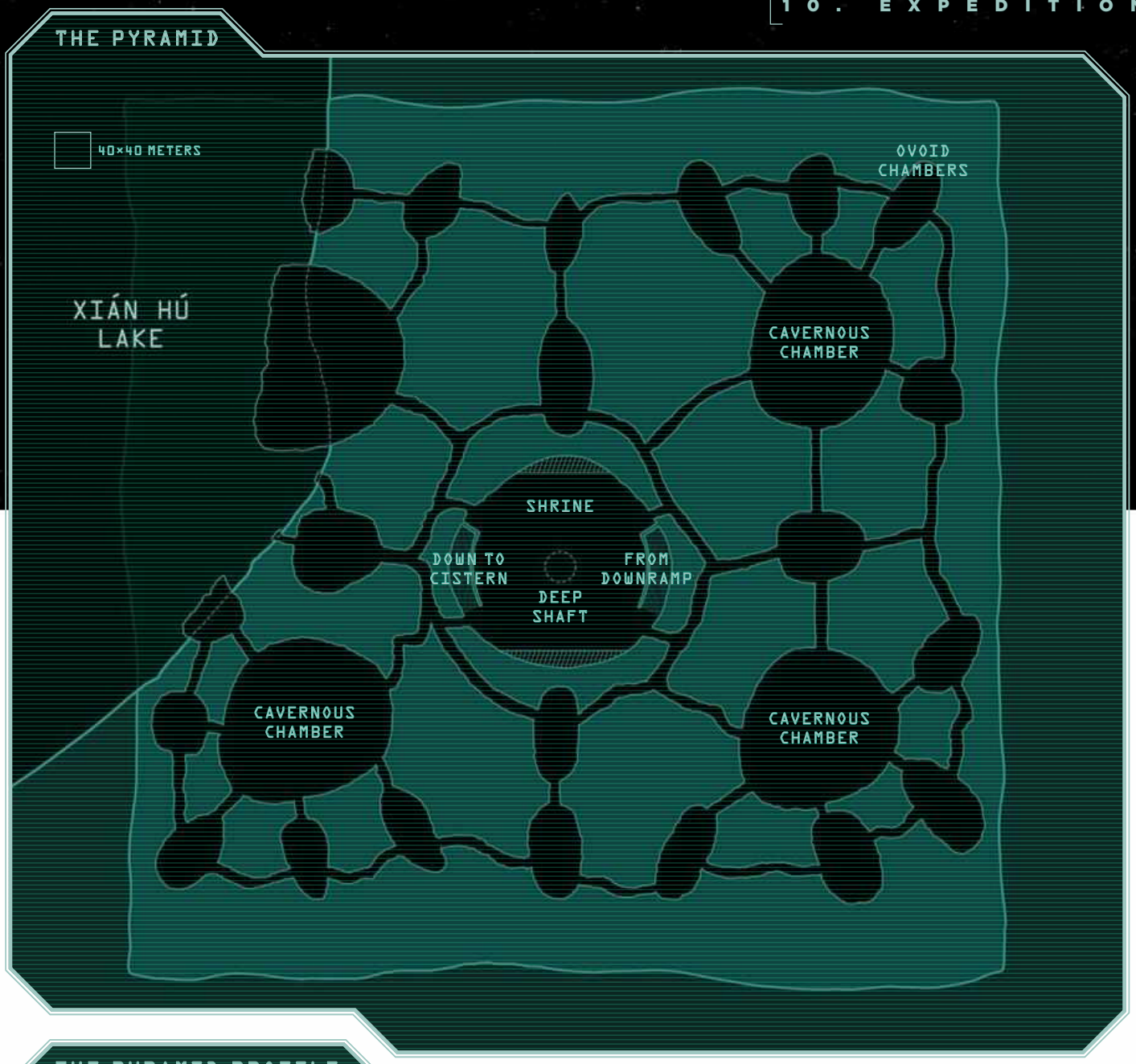
OVOID CHAMBERS: Nineteen of these chambers are intact. However, two were damaged by the earthquake and landslide that revealed the pyramid in the first place and are open and exposed to the waters of the lake. All these chambers are flooded to 1m depth. Roll D6 on the table below when the PCs explore each chamber.

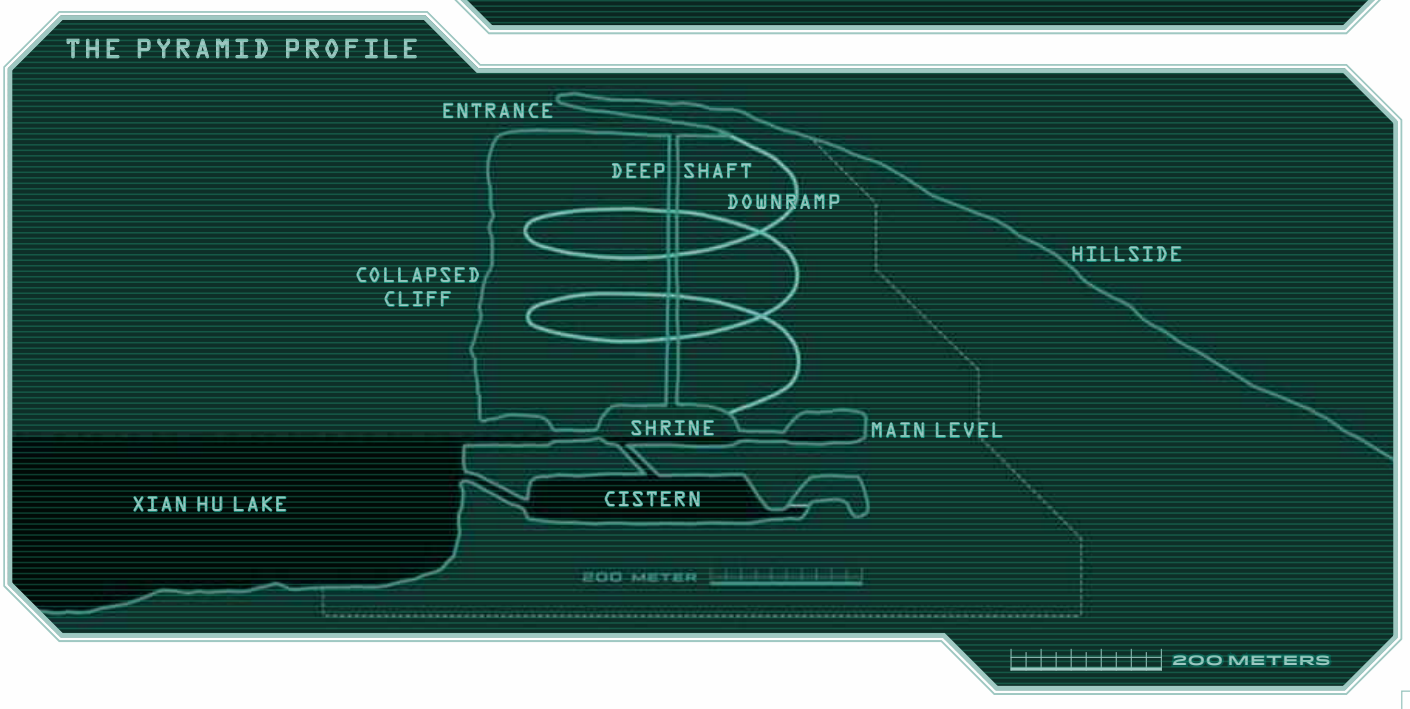
THE CISTERN: An enormous open chamber, 500 meters across, and completely submerged. Visibility is down to **LONG** range with a flashlight, **MEDIUM** range without. At the western end, there is a runoff tunnel that leads out into Xián Hú. At the eastern end, there is a tunnel that leads upwards towards a source of blue light that the PCs can make out through the gloom. It leads the PCs into the vestibule and the hive.

THE HIVE: The tunnel leads up into a large chamber with a pocket of trapped air. It's breathable. In the center of the chamber is a raised dais—the center of the new hive. The Xenomorphs have brought their victims here and are turning them into Ovomorphs, while they protect the Royal Egg at the center, just waiting for the right time to rear the Queen. There are two XX121LV Xenomorphs here, currently in **PASSIVE** mode but if disturbed they will attack and add the PCs to their hive—read The Nascent Hive sidebar to your players.

EXPLORING THE OVOID CHAMBERS

D6	EVENT
1–2:	Nothing here.
3:	Strange shadows and noises—all PCs roll OBSERVATION, any who succeed are sure they saw something but can't pinpoint what. They gain +1 STRESS LEVEL.
4:	A random PC kicks something under the water. If they check they see it's a dead body inside a compression suit that looks like it's been vacuum-packed, with all the air sucked from it. They must make a Panic Roll.
5:	2D6 ampules (Heavy items) bob about in the water. They are all open and empty, except one which is sealed. Opening it requires the facilities of a medbay or laboratory, and a COMTECH roll. It contains three tiny cups, the contents of which start to swirl if touched. If this is touched or consumed it may have an effect on the PC. Roll D6: ▸ 1–3: Nothing happens, the sample is inert. ▸ 4: The PC feels weird and gains +1 STRESS LEVEL. ▸ 5: The PC suffers a convulsion as the sample makes changes to their body—the PC suffers an immediate critical injury as a result of the transformation, as the body part is permanently changed. The effects of the injury are permanent and cannot be healed. ▸ 6: The PC feels weird and gains +1 STRESS LEVEL and must make a Sickness Roll against Virulence 6 or be infected as a Stage I Abomination (page 123).
6:	A prowling XX121LV Xenomorph (page 138) is here. The PCs see a strange glowing light under the surface that suddenly winks out, followed by a sudden splash on the surface as something underneath moves quickly. Enter stealth mode.


THE PYRAMID
40×40 METERS
OVOID CHAMBERS
XIÁN HÚ LAKE
CAVERNOUS CHAMBER
SHRINE
DOWN TO CISTERN
FROM DOWNRAMP
DEEP SHAFT
CAVERNOUS CHAMBER
CAVERNOUS CHAMBER


THE PYRAMID PROFILE
ENTRANCE
DEEP SHAFT
DOWNRAMP
HILLSIDE
COLLAPSED CLIFF
SHRINE
MAIN LEVEL
XIAN HU LAKE
CISTERN
200 METER
200 METERS

THE NASCENT HIVE

The dais is 30 meters wide, a dull metallic but stone-like material crisscrossed with electric blue slashes, giving off an intensely bright light. Sitting atop this is a grisly sight. What appears to be the deformed bodies of people, maybe as many as 50, lie in concentric circles. They appear to be losing limbs as they are impossibly absorbed back into their growing flesh, skin thickening, some more deformed than others. In the center of all this twisted humanity rests a large leathery object, in pride of place, with two of those glowing devils, just like those that arose from the water to snatch the poor sacrificial victims, almost cuddled around it. All is quiet. All appears dormant and dead, until one of the mutating people moves and lets out a deep and hopeless groan. Everyone gains +1 STRESS LEVEL.

EVENTS

THE INSURRECTIONIST'S MESSAGE: Stanley Sheppard needs to get a message to the PCs and arranges a diversion. As the PCs travel in the town, they see two vehicles crash and suddenly an argument breaks out. Within seconds, a shouting crowd has gathered, and everyone is being buffeted. The PCs' guards aggressively try to keep the people away, but in the crush a random PC suddenly feels a note thrust into their hand and has a moment's eye contact with a young woman before she disappears into the throng. The note says: "Things are not as they seem. You may be in danger. Find me at the Three Lions. Don't bring your guards." If the PCs follow this up, they will find Sheppard waiting for them.

A DREADFUL SACRIFICE: Early in the expedition, the PCs will be approached by Captain Guanting, who tells them the Warlord requests their presence at a special event. They are escorted to the Gallows and directed to a small platform 30 meters from the water, to join Zhāngjié and Wǒ. From here they can observe what Zhāngjié calls "a special ritual". A crowd gathers along a low metal fence to watch. Shortly afterwards, a Daihotai 8×8 appears, a man and a woman are dragged out by four soldiers and chained to the posts near the lake's edge. Zhāngjié explains this is the first of three days of sacrifice and these criminals drew the short straws.

Unless the PCs take some action, they will see the water at the shore's edge glow, and two luminous XX121LV Xenomorphs (page 138) crawl from the lake. The victims beg to be reprieved, and some in the crowd shout for mercy. The PCs gain +1 **STRESS LEVEL**. Unless the PCs intervene, the victims will be torn from their chains and carried away into the water. If they do intervene, the Xenomorphs will fight back, but will retreat rather than fight to the death. The crowd will panic and guards will surround Zhāngjié to protect him. Zhāngjié will command them to stop, Wǒ will quietly approve, but the guards won't intervene until the action is over. If the PCs disobey him, Zhāngjié will be furious, storming off with his guards, and their relationship will be badly damaged. At your discretion this can trigger the event Aggressive Negotiations.

SHAKE ME ALL NIGHT LONG: An earthquake suddenly strikes, and the world jags back and forth, up and down. Everyone must make a **MOBILITY** roll or fall prone, and then a **MOBILITY** roll is required to stand again. They may take damage from falling debris. The quake lasts D6 Rounds and may provide excellent cover for the PCs to slip away from their guards.

THE ATTACK: As the PCs travel in the town, a group of five insurrectionists (page 171) launch an attack against a roadblock. Two CANC guards are gunned down without a chance, and the other three are hit but try to fight back. The PCs are protected by two of their guards, who try to hustle them into cover, while Guanting and the other three join the fight against the insurrectionists. The PCs can help the CANC or use this as a chance to slip away from their guards.

THE RAID: Play this event if the PCs have managed to slip away from their guards to see the resistance or Royal Marines. A young man acting as a lookout rushes into their meeting, breathless, and gasps: "The guards are coming!" Three Rounds later, eight Cooperative soldiers (page 171) carrying shock sticks and modern AK-4047s burst into the scene from all sides and try to arrest everyone. If the PCs are arrested, they are taken before Zhāngjié and interrogated over their behavior (see the event Aggressive Negotiations).

OLD SMOKEY: The shallows of Xián Hú are rife with hot springs. A geyser builds near the PCs. They see a sudden bubbling and frothing of the surface, and one Round later a huge stream of steaming water bursts into the air, that lasts for three Rounds. Anyone within **SHORT** range takes an eight Base Dice attack, Damage 1, armor applies. Up to **MEDIUM** range, all are soaked with hot water.

ROTTEN EGGS: A pocket of sulfur dioxide bursts from the ground and the air in the PCs' zone is suddenly saturated with it. They cannot mistake the smell. Anyone breathing it will immediately suffer from Extreme hypoxia (page 91). The pocket will disperse in D6 Rounds in the open but will persist for D6 Turns in an enclosed space.

AGGRESSIVE NEGOTIATIONS: If the PCs anger Zhāngjié, he will insist they make reparations (to advance Zhāngjié's objectives). He will keep Lakota Monroe at his compound for her safety and so negotiations can progress with alacrity, but she is really a prisoner for the PCs' good behavior. The PCs will see that Brigadier Wǒ disapproves and advises Zhāngjié to treat Monroe as the honored guest she is. Zhāngjié will use this as leverage to get the PCs to help, either to capture the resistance fighters, or to explore the pyramid.

THE UPP GO FOR THE PRIZE: Colonel Drubov and his squad leave the town to explore the pyramid for Zhāngjié. The PCs either witness them leaving in their Ox, or Sheppard gets a message to them, via one of his resistance fighters, that they have gone. If the PCs go after them, they will find them in the pyramid for a showdown at a moment best suited to increase the tension. If they don't, only Drubov returns, two Shifts later, wounded and shell-shocked.

SABOTAGE: A huge explosion rocks the ground and to the southeast they can see billowing balls of flame, orange whipped through with black smoke and debris. The water plant has been destroyed by Captain Snell and her partisans. Gunfire can be heard, as the guards on the Xīn Sāi Wēn river rush to the scene, only to be killed. The bridge across the river is now unguarded, and in two days the clean water supply to the town will dry up.

I PREDICT A RIOT: All day people have been gathering in Huánghòu Square. Suddenly, as if on a command, they start to riot, surging through the streets of the Zuì Hǎo De District towards the Warlord's Compound, smashing and destroying as they go. CANC soldiers pour from the barracks in an attempt to stop the rioting, but the whole area descends into chaos. The PCs witness a group capture three of the colony "elite," and push them into an alley. The three will be lynched before the PCs' eyes unless they intervene.

LIEUTENANT COLONEL VICTOR DRUBOV

UPP COSMOS EXPLORATION CORPS

Honorable, ambitious but with a powerful sense of self-preservation, Drubov has found dealing with Zhāngjié difficult—not least because Drubov isn't a politician and Zhāngjié, as a former Colonel and now warlord, thinks he outranks him. And this despite the gifts of modern armor and weapons. Drubov is desperate to get this outpost to sign on the dotted line as a member of the UPP before the PCs arrive. If he and his squad of five troopers and one Davydovich android have to investigate the pyramid as Zhāngjié's price, then so be it. If not, Drubov is not above a palace coup, killing the warlord and replacing him with his second in command, Wǒ.

If the PCs save Drubov's life in the pyramid, he will feel a strong sense of obligation to them. He will tell them to beware, as all is not as it seems on the Great Mother Mission. He won't say any more unless the PCs succeed at a MANIPULATION roll, in which case he will add that some colonists may be more than they seem (referring to the SOF troops in hypersleep aboard the *UNCSS Ìyánlá*). He will say no more after that.

STRENGTH 5, AGILITY 4, WITS 3, EMPATHY 3

HEALTH: 5

SKILLS: Close Combat 2, Ranged Combat 3, Stamina 2, Observation 2, Command 3, Mobility 2

TALENT: Overkill, Second Wind

GEAR: UPP 6B90 Armor (Armor Rating 6), AK-4047, MP-4043 Grach pistol, combat knife

FINALE

Tensions come to a head and the insurrectionists start a vicious uprising. The Royal Marine partisans launch an attack on the Intelligence HQ, while elsewhere across the city bands of resistance fighters arm themselves and take the fight to the CANC.

Zhāngjié will call the troops out and issue an order that anyone on the streets must be shot on sight. Wǒ is very worried that this will bring about a needless bloodbath and tries to convince Zhāngjié that if they can repel the attack on the Intelligence HQ this will be enough to quell the uprising, and then they can negotiate a settlement. Zhāngjié will see this as a sign of weakness and disloyalty. How this confrontation plays out should be down to the PCs' actions and who they support.

The PCs have several options: they can join the fight on the CANC's side, supporting either Zhāngjié's or Wǒ's approach; they can join the fight on the side of the insurrectionists; they can attempt to bring calm, stop the fighting, and broker a peace; or they can get the hell out of there until the carnage dies down. How the uprising pans out, and who wins, is up to you as GM, but obviously the PCs' actions should influence the outcome.

EPILOGUE

Warlord Zhāngjié or Brigadier Wǒ may offer the PCs a reward if they would keep the Cooperative's best interests at heart when they return to the Great Mother Mission, or in return for delivering supplies that the UN won't—like weapons. Governor Abantu could propose a mission to wipe out the Xenomorph hive, but the PCs are offered a job by a corporate interest—get in and get a specimen before the Governor has them all exterminated. ■

METAPUZZLE CLUE #4—TRANSLATION OF THE ENGINEER HIEROGLYPH IN THE PYRAMID

"AND THAT ONE CREATION—ALONGSIDE ALL OTHER MARVELS—SHALL STAND APART—AS OUR MASTERPIECE TO ECLIPSE ALL MASTERPIECES—"

"BAR ONE—NOTWITHSTANDING THE GROTESQUE FEATS UPON WHICH WE HAVE SHOWERED OUR BRILLIANCE—"

"LISTEN TO ME—FOR IN ITS SINGULAR SUBSTANCE THE BEHEMOTH HOLDS ITS OWN SOLEMNITY—A RING BUT NOT A RING—A CYLINDER BUT NOT A CYLINDER—TO OCCUPY ITS PLACE BUT NOT OCCUPY IT—TO INHABIT A PLACE AND YET INHABIT ANOTHER—TO STEP THROUGH AND ACHIEVE THAT TRAVERSE—TO JOURNEY WHERE WE WILL—TO JOURNEY AT A WHIM—TO JOURNEY AGAINST THE PROTEST OF CREATION—THIS LYCHGATE IS THE MARVEL OF MARVELS—"

"EXCEPT THAT WHICH ELUDES US EVEN NOW—"

5. AGAINST A SEA OF TROUBLES

"It is in our nature to explore, to reach out into the unknown. The only true failure would be not to explore at all."

—ERNEST SHACKLETON

The PCs are ordered to search for the missing ship *UNCSS Typhoon*, sent to survey two moons of the gas giant KOI-2702.07, called Azizo and Arzu. They intercept the *Typhoon* dead in space, its crew missing after the Perfected tried to capture it. They trace its path back to the two moons, to find one swamped by the Perfected's living Proto-Hive. They must explore a derelict Engineer Juggernaut and confront the Perfected, to save the *Typhoon's* crew, and escape alive to raise the alarm.

WHAT IS GOING ON?

The *UNCSS Typhoon*, under Captain Leland Barton, was ordered to the KOI-2702 system, to survey the moons of the seventh planet, a gas giant designated KOI-2702.07, called Palmyra. Amongst the dozens of tiny, rocky moons Palmyra has two of note—Azizo and Arzu. Azizo is a small watery world, so far untouched by any hands. Arzu, however, was an Engineer outpost attacked by the Perfected many thousands of years ago. Preferring death to infection, many Engineers committed suicide. But some were too late and became Perfected themselves.

Millennia passed, and the Perfected infection, the Proto-Hive, on Arzu slowly spread across the planet while the Perfected themselves slumbered—until the *Typhoon* arrived and disturbed them. Too late did Barton and his crew realize what was happening. Their ship was infected by the Proto-Hive even as it fled. All the crew bar one escaped in the two lifeboats, one—with Captain Barton and five crew—launching quickly and falling back to Arzu, the other—with three crew, including Barton's wife, Anne Bowers—launching later, and managing to reach Azizo before it crashed.

The one crew member who was left aboard the *Typhoon*, Alice Dudgeon (the sister of the *UNCSS Solovetsky Island's* pilot, Andi Dudgeon), could not let the *Typhoon* fall into the hands of these monsters. She overloaded the reactor and flooded the ship with radiation, killing the Perfected and Children of the Two Divines, and sacrificing herself. However, the radiation only fed the growing Proto-Hive that spread through the ship, and warped the positronic brains of the vessel's Working Joe androids, who are now hostile.

On Azizo, three crew survived the crash, and await rescue. On Arzu, however, the lifeboat with Captain Barton and the other survivors was found by the Perfected. While some resisted—two of whom were killed by the Perfected—Barton was infected and became one of them, a Stage I Abomination Pathogen Carrier (page 123). They were taken to the Engineer Juggernaut, the Perfected's base on Arzu. Having failed in the attempt to capture the *Typhoon*, they send a distress beacon from the lifeboat, hoping to draw another ship to them, and lay the trail to the Lychgate, the honey trap that will secure their passage to the Middle Heavens.

WHAT'S THE STORY, MOTHER?

The PCs receive an unscheduled video call from Gaius aboard *UNCSS Ìyánlá*.

"I'm sad to report that we have lost contact with your sister ship, UNCSS Typhoon, under Captain Leland Barton. They had been ordered to survey KOI-2702.07, a gas giant with two moons possibly suitable for colonization. I am sending a Throop rescue ship but you are the closest vessel by several days. Your orders are to proceed there immediately, find and assist the Typhoon and her crew should they need help, then complete the surveys of the two moons. I assume you understand?

The moons are called Azizo and Arzu. From the preliminary scans Azizo is a sub-Earth sized planet, probably low G, with significant surface water. Arzu on the other hand is a super-Earth, likely to have high G and seems much drier. Colonization recommendations for both, please.

Good luck Solovetsky Island, and give my regards to Captain Barton when you find him."

CLUES TO THE METAPUZZLE

The PCs can learn the fifth campaign clue during this expedition, by reaching the Navigator Orrery on the Engineer Juggernaut and witnessing the orrery display.

KICKING OFF THE ACTION

The action starts with the PCs heading in the direction of KOI-2702. As soon as they drop out of FTL, they detect the transponder of the *UNCSS Typhoon*. It has a minimal level of power, but is drifting, both its lifeboats are missing, and it is emitting Weak radiation. Any attempt to communicate is met with silence. As a *Magellan*-class J SEV, the layout of the *Typhoon* is identical to that of the *Solovetsky Island* (page 153). The *Typhoon's* crew are all fitted with Personal Data Transmitters (PDTs). A successful **COMTECH** roll will only detect Alice Dudgeon's tracker on board, and her life signs are very weak.

SHORE PARTY: The ship's pilot, Andi Dudgeon, insists he joins as Alice Dudgeon is his younger sister—he is distraught and desperate to save her. As the expedition progresses, he will have a burning desire for vengeance against those who attacked his sister. As the *Typhoon* is drifting, Davor Koblenz, the *Solovetsky Island's* mechanic (page 159), suggests he also should join the boarding party.

UNCSS TYPHOON

The *Typhoon's* DA/UT/UR has been destroyed by the radiation, along with many other systems, although the basics of life support and emergency power still work. The ship's Working Joes (page 172), nicknamed Jake and Elwood by the crew, have suffered severe damage to their programming. They are now intensely protective of their ship and hostile to anyone that boards it—see the event Don't Ignore the Joes.

The residual radioactive effects can be felt as Weak radiation (page 110 of the core rulebook) on board the ship.

ENGINE CONTROL AND THE REACTOR: The doors to this area have been sealed shut from the inside, by Alice Dudgeon, and require a **HEAVY MACHINERY** roll and a Turn of work to open. If this fails, they can use a breaching charge from the *Solovetsky Island's* stores to blow it open. The reactor is active but not running at full capacity, and its radiation protections have been deactivated. These can be restored with a **HEAVY MACHINERY** roll and a Shift of work. Any attempt to fire up the ship's engines before then increases the radiation released to Strong radiation, and use of FTL brings Extreme radiation.

Alice Dudgeon is here, unconscious. She is scorched and withered, and very close to death. When the PCs find her, she needs to be stabilized with a **MEDICAL AID** roll with a −2 modification, or she will die. If this fails, her only chance is to get to the medbay aboard the *Solovetsky Island* within one Turn. To increase the tension of this race to save her life, Andi Dudgeon will get angry or break down during the rescue.

The engineering log shows that Dudgeon deliberately removed the safety protocols for the *Typhoon's* reactor and flooded the ship with Extreme radiation for one Turn.

BRIDGE: There are two Perfected (see the sidebar The Dead Perfected), and five devotees here, all killed by intense radiation sickness. They had been trying to access the nav computer when they died. The scene is grim, and all seeing it gain +1 **STRESS LEVEL**.

A check of the *Typhoon's* last log entry shows the ship arrived safely in the KOI-2702 system, proceeded to survey the gas giant Palmyra and her moons before inserting into orbit around Arzu. A **COMTECH** roll will allow the PCs to see that the ship's trajectory is a straight line away from the gas giant.

DECK C: The Proto-Hive (page 129) has grown such that it has covered all of Deck C, with a Proto-Hive Node (page 130) in every zone. Its tendrils are working their way to Deck B, entwining around the mesh walkways that are above, and look down into, the cargo bay on Deck C. While the Nodes and tendrils could be burned away using an incinerator, the Proto-Hive has already merged with the ship at the molecular level. The PCs will have to brave the Proto-Hive and its Nodes if they want to access this deck.

EQUIPMENT STORES: The *Typhoon* has the same stores aboard, in its various storage rooms, as the *Solovetsky Island*. These can be found by the PCs, at your discretion.

THE DEAD PERFECTED

Despite the scars of the intense radiation sickness that killed them, the genderless Perfected appear serene and majestic, their lithe forms a little too long, their bodies just a little out of proportion. Their silver-gray skin lies taught over a biomechanical series of tube-like bulges and protrusions, almost an extra dark skeleton. If the PCs choose to autopsy either of them, they will find their anatomy is nothing like that of a human, and seems random and disordered.

THE DOOMED TYPHOON

Alice Dudgeon used the reactor's radiation to kill the Perfected that boarded the ship, and the Children of the Two Divines who came with them, before they could extract the navigation data for the Middle Heavens from the *Typhoon's* computer. However, while this killed these enemies, it only nourished the living Proto-Hive that infected the ship. The entire ship will become a Proto-Hive within two Shifts, unless the PCs stop it by overloading the reactor with a HEAVY MACHINERY roll and self-destructing the *Typhoon* (which would happen one Turn later), but Jake and Elwood, the ship's Working Joes (page 172) will try to prevent this.

THE TWO MOONS OF PALMYRA

AZIZO: Azizo is a watery world of great seas and lakes, with a scattering of island archipelagos. Volcanically active, frequent eruptions pump a fine dust of iron oxide into the air, giving the high atmosphere a red, hazy tinge. The planet is cool—temperatures never rise much above 12 °C or below 5 °C, except at the poles. The gravity is 0.5G, causing gravity dyspraxia (page 91).

ARZU: Arzu is a cold and heavy super-Earth, with a dense atmosphere and little liquid water on its surface. Mountainous and riven with crevasses and canyons, it presents a challenging environment. The temperature hovers just above freezing, except at the poles where it falls much lower. Gravity is double that of Earth—the PCs may suffer from gravity dyspraxia (page 91).

As these planets are moons of a gas giant their day length is eccentric. The reflection from Palmyra illuminates the moons as well as the red glow from their giant star. For half their orbital periods the moons never get darker than twilight.

ARRIVAL: When the PCs arrive in the vicinity of Palmyra, they can detect the distress signal from Lifeboat One, coming from the northern hemisphere of Azizo.

AZIZO

Azizo is a pristine planet, an excellent candidate for colonization, should the PCs wish to explore this option.

The lifeboat has landed in the northern hemisphere (Northern Hemisphere West on the planet map), and the PCs can home in on it. They can detect the PDT traces of the remaining crew with a **COMTECH** roll:

- Security Officer Anne Bowers—alive, the wife of Captain Leland Barton
- Pilot Anka Karsen—alive, but weak life signs
- ICC Inspector David Gideon—alive, but weak life signs

Attempts to communicate will raise Bowers. She explains that Karsen and Gideon were severely injured in the crash and are both sedated to keep them stable. They have landed in a shallow archipelago of a vast sea, with thousands of tiny islands and lagoons, and have been steadily surrounded by slow-moving plant life that is infested with huge insects that are highly aggressive if disturbed. They are trapped.

LANDFALL: The closest island big enough to land the ship is 15 km from the lifeboat, but the PCs have amphibious Daihotai 8×8 tractors aboard the *Solovetsky Island* to cover the distance. Landing is difficult, with a −1 modification to the **PILOTING** roll. A failed roll causes D3 Damage.

SOLAR SYSTEM & COLONY RECORD

KOI-2702 System and KOI-2702.07

PARENT STAR	SURVEYED PLANET POSITION
Single Red Super Giant	7

GAS GIANTS	ROCKY PLANETS	ICE PLANETS	ASTEROID BELTS	RADIATION
4	1	3	NONE	NONE

AZIZO

PLANET SIZE	ATMOSPHERE	HYDROSPHERE	DAY LENGTH	AXIAL TILT
7,000 KM	Breathable	Wet World	4 Hours	None

GRAVITY	CLIMATE	GLOBAL FEATURE	ORBITAL PERIOD	PLANETARY PERSONALITY
0.5G	Temperate	Dust laden sky	13 days	Welcoming

LIFEBOAT ONE

The lifeboat is battered but has a full complement of emergency supplies.

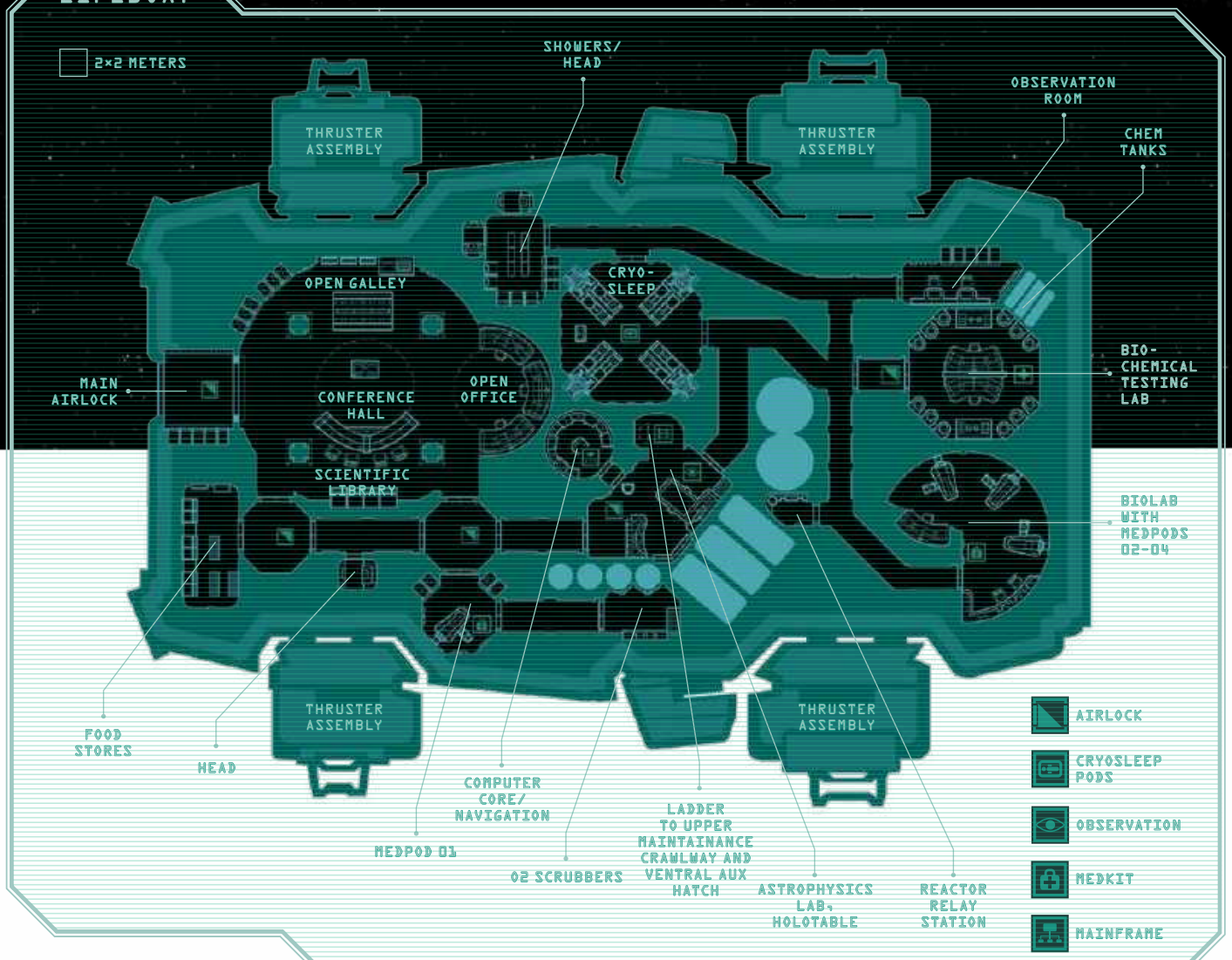
BIOLAB: Karsen and Gideon are in MedPods, keeping them alive after their serious injuries from the fight aboard the *Typhoon* and the crash landing. Once removed from the MedPods they will need to be stabilized with a **MEDICAL AID** roll to evacuate them from the lifeboat. If this fails they will die unless they can get to the *Solovetsky Island's* medbay within one Turn.

THE INSECT SWARM: The lifeboat is surrounded by a four-zone Swarm, Health 20 (page 317 of the core rulebook). However, this Swarm will only attack as a swarm if provoked, by making a big disturbance, driving a tractor through it, or attacking it with fire or explosives. If a PC tries to walk through the infested plants they must make a **MOBILITY** roll per zone, with a −1 modification for the bad footing. If the roll is failed, the PC disturbs D3 insects that attack. If the PC panics and scores a result of 11 or more, their panic causes a full swarm attack. Draw initiative.

THE SWARMS OF AZIZO

The Swarms of Azizo are not immediately hostile, although an individual insect can be a nasty pest. A single insect attacks with three Base Dice, Damage 1 (armor piercing), Speed 1, Health 1. A PC's CLOSE COMBAT attack that misses an insect may provoke more insects into attacking. Roll a Stress Die—on D3 more wasps join the attack. If a weapon is fired, or a PC gets six or more insects attacking them at any one time, a full Swarm response is provoked.

LIFEBOAT



ANNE BOWERS

PILOT, UNCSS TYPHOON

Courageous, spirited and optimistic, Bowers is relieved that rescue is on its way. However, she is concerned for the safety of her husband, Captain Leland Barton.

STRENGTH 3, AGILITY 5, WITS 4, EMPATHY 3

HEALTH: 3

SKILLS: Observation 2, Comtech 2, Command 1, Piloting 2, Mobility 1

TALENT: Full Throttle

GEAR: Hazmat Suit (Armor Rating 1, Air Supply 3)

ARZU

PLANET SIZE	ATMOSPHERE	HYDROSPHERE	DAY LENGTH	AXIAL TILT
20,000 KM	Breathable	Temperate dry	16 Hours	25 degrees
GRAVITY	**CLIMATE**	**GLOBAL FEATURE**	**ORBITAL PERIOD**	**PLANETARY PERSONALITY**
2G	Cold	Simple life	10 days	Malevolent

ARZU

Arzu was once an Engineer staging post, a hub for vessels traveling across this sector of space. As such it was an obvious place for the Perfected to concentrate their efforts, in the hope of taking control and infecting ships as they passed through. The Engineer facilities were concentrated in the northern hemisphere, now lost under the Perfected's living Proto-Hive.

Lifeboat Two landed in a ravine within the equatorial region, three kilometers south of the leading edge of the Proto-Hive infection. Here, the hive has consumed a number of Engineer Juggernauts that now litter the landscape as huge mounds of earth and seething Proto-Hive matter. At the edge of this dreadful landscape there is a partially consumed Engineer Juggernaut, covered in Proto-Hive tendrils, plant matter and earth. Its two enormous prongs are simply bulges under the earth, but the flat end of the ship remains exposed.

The lifeboat's emergency beacon is active but weak, and once the PCs are in orbit they can home in on it. Once within 20 km, a **COMTECH** roll will detect weak PDT traces of the remaining crew—these are too weak to pinpoint their exact location but can track them to within about 100 m:

- Captain Leland Barton—alive, located three km north of the lifeboat
- Counselor Gráinne Shields—alive, located with the captain
- Security Officer Azad Rukmini—alive, located with the captain
- Navigator Petronella Edouard—deceased, at the lifeboat
- Prospector Sargis Narene—deceased, at the lifeboat
- Scientist Ji-Hye Suk—deceased, at the lifeboat.

THE HONEY TRAP

The Perfected have lost their patience with the Children of the Two Divines and their failure to acquire a ship that can take them to the Middle Heavens. They have decided to allow the humans to learn of their false plan to use the Engineer Lychgate to make that journey. This is the honey trap—the lure to bring the humans to the Lychgate, where the Perfected will spring their surprise and capture all the ships they need. But they can't make it seem too easy—can't just give the humans the data—for they must not smell a rat. After all, only one of the PCs needs to make it back with the information.

LIFEBOAT TWO

This has the same layout as Lifeboat One.

The main airlock door stands open, and the power is on. The lifeboat has been badly damaged by its emergency landing and inside is a shambles. There are few supplies left scattered among the debris, but the MedPods still work. Communications are dead, except for the automated emergency beacon.

Outside the lifeboat, tracks lead north, towards a rising ridge of earth covered in plant growth and the gray-black-crimson of the Proto-Hive. If the PCs check, and succeed with an **OBSERVATION** roll, they can see there are eight sets of tracks heading north (the surviving crew and devotees of the Children of the Two Divines).

MEDPOD 01: The *Typhoon's* Navigator, Petronella Edouard, is here. She has suffered terrible injuries from the crash and is dead.

FOOD STORES: The bodies of Sargis Narene and Ji-Hye Suk have been dumped here. Both have terrible wounds and lacerations. With a successful **MEDICAL AID** roll the PCs can see their fatal injuries are stab wounds, and not caused by the crash.

THE ENGINEER JUGGERNAUT

This ship has been here for thousands of years. The Engineers who were intending to flee from the Perfected realized they could not escape infection and chose to sacrifice themselves rather than risk spreading the plague further. Over the millennia, the Engineer ship has corroded and worn away, only a shell of it remaining underneath the earth and Proto-Hive matter. All the tunnels have tendrils running through them, and there is a Nodule in every zone (page 130).

APERTURES: These oval openings are five meters wide. None appear to have any kind of door or bulkhead. Those on the lower level can be accessed with a bit of nimble footwork, but those on the upper level are 20 meters off the ground and require a **MOBILITY** roll with a –2 modification to access. The successful use of an ASSO-400 Harpoon Gun or similar equipment will remove that negative modifier.

LOWER LEVEL

ATRIUM CAVERN: A cavern formed by years of matter accumulating around the decaying ship, held in place by the Proto-Hive. On all sides the walls are recognizable as the outer shell of an Engineer Juggernaut. Where the hull has fallen away, mounds of debris have gathered. To the north end, the Proto-Hive matter continues to encroach, filling the space.

The cavern is only illuminated by a fire in the middle, that casts a weak orange glow. Three figures sit around it—two devotees and Azad Rukmini. Rukmini has been separated from the other survivors as he chose not to join the Perfected.

READY ROOM: Full of racks that reach from floor to ceiling, this area is a warren of twisted structures and ornate scaffolding. Captain Barton and Gráinne Shields are here, guarded by Mother Ma'Kayla (page 144), four devotees, and two Stage IV Aethon XX033 Deacons (page 135). They are waiting for the PCs to arrive and for the Perfected to make their move but will challenge the PCs if they come here.

CARGO 1: These long chambers have floors recessed three meters down, with ribbed, almost organic girders running from side to side. Within the recess, a layer of mist, two meters deep, casts a sheen across the whole room, catching the ambient blue glow and making a beam that lies across it. Beneath the beam, in the mist, rest hundreds of withered but serene Engineer bodies, laid out in disciplined rows. If the PCs touch the mist they receive a mild electric shock from it, and a gentle musical note from nowhere plays out across the chamber.

The mist is thick and sweet smelling, but any PC submerged within it suffers from Severe hypoxia (page 91). An **OBSERVATION** roll will allow the PCs to conclude this is what killed the Engineers, and—by the way they are set out—they willingly took their own lives.

CARGO 2: Filled with empty racks for steatite ampules, enough space for tens of thousands.

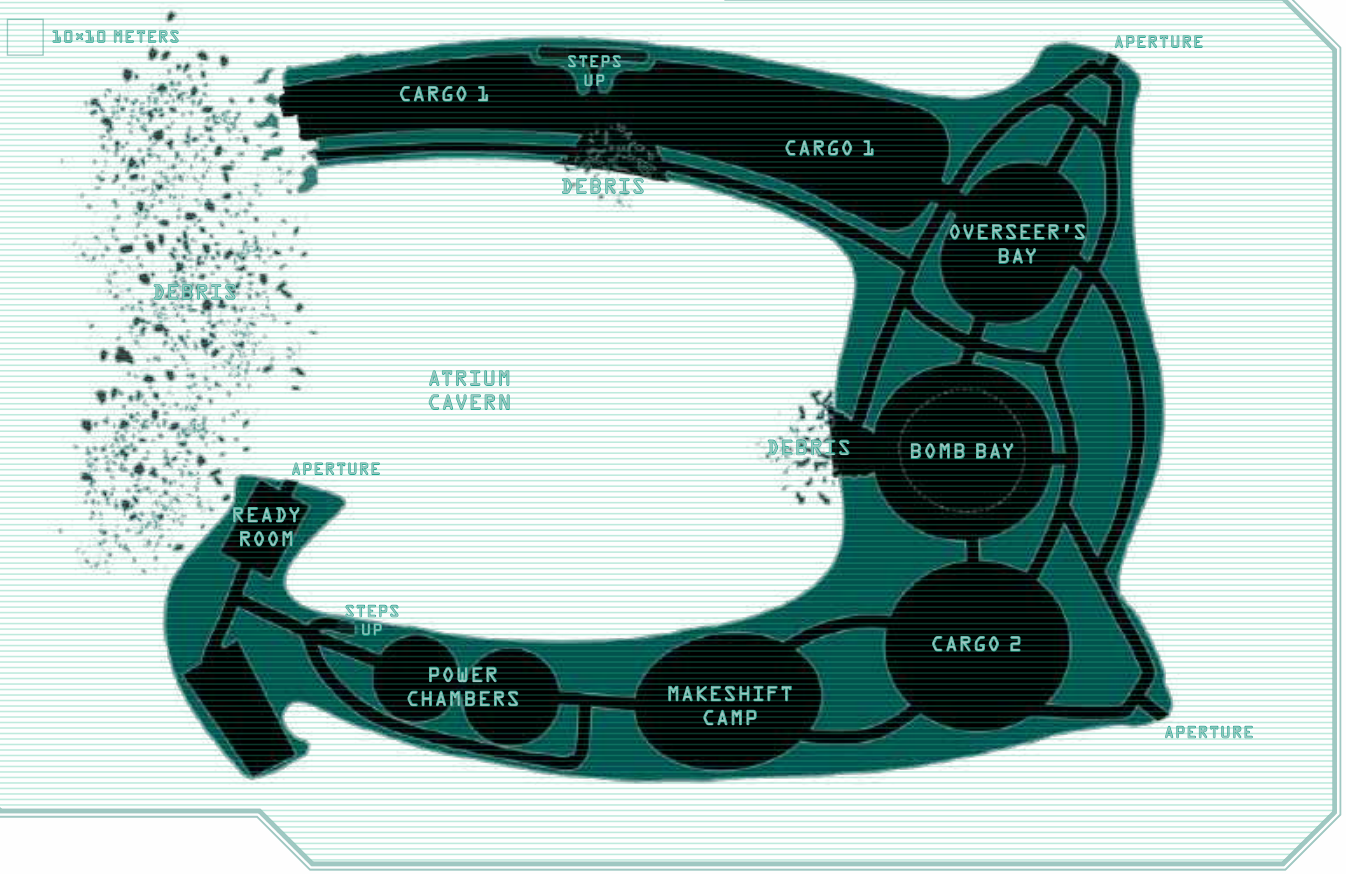
OVERSEER'S BAY: There are twelve panels spread across this chamber, each with a seat, a harp-like structure built into the top, and white fleshy controls. If the PCs wish to activate them, they need to succeed at an **OBSERVATION** roll followed by **COMTECH**. This activates a hologram that plays out before the PCs—see the sidebar The Last Dance of the Engineers.

BOMB BAY: The floor of this chamber is an open 30-meter-wide iris value, revealing a five meter deep pit with the bottom covered by Proto-Hive tendrils. Above this is a suspended bomb rack, holding hundreds of steatite ampules. These contain the black goo—the *26 Draconis* strain. They are out of reach, but it is possible to knock one loose—the PCs will need to use their imagination to get to one. Once loose the ampule will fall into the central pit. Roll a Stress Die—on the ampule shatters splattering black goo. Anyone within **ENGAGED** range must make a Sickness Roll against Virulence 6 or become infected as a Stage I Abomination Pathogen Carrier (page 123).

POWER CHAMBERS: Very warm and vibrating with the hum of energy.

MAKESHIFT CAMP: This chamber has been set up as a camp for the devotees of the Children of the Two Divines. There are six sleeping rolls, bags and stools, portable stoves and boxes of prefab meals. Hidden amongst all this are D6 doses of Hydr8tion and Naproleve.

THE ENGINEER JUGGERNAUT—LOWER LEVEL



THE 26 DRACONIS STRAIN

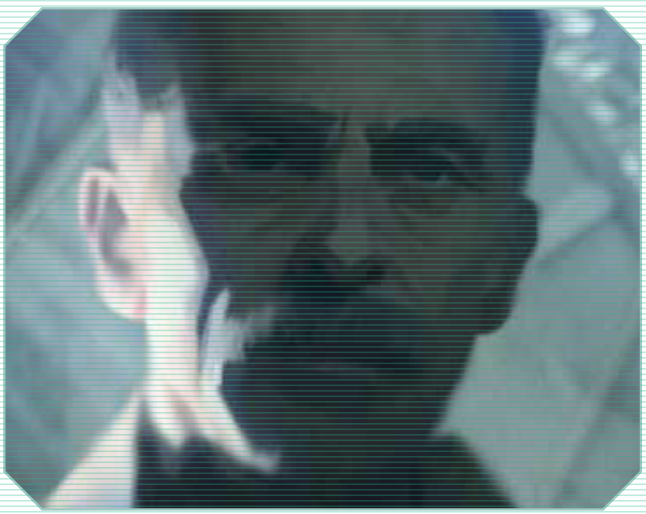
If a PC becomes infected by the black goo or through the touch of an Abomination, they are in deep shit. The only chance they have is to ingest or inject another dose of the *26 Draconis* strain. If they do this, they still have little hope. They must make a **STAMINA** roll, and then add the number of to a D6 roll:

1–4	The PC feels strong for a moment, but it's a false hope. The black goo starts a rapid conversion of their DNA. Their bodies bubble and burst in a welter of black gore. They die. All who witness this gain +1 **STRESS LEVEL**.
5	The PC convulses for three Rounds as the black goo accelerates the transformation—then they immediately evolve into the next stage of Abomination. All who witness this gain +1 **STRESS LEVEL** and must make an immediate Panic Roll.
6	The infection is slowed but not cured. The PC will feel better, but their doom is still assured. However, the infection is dormant for four Shifts, but then continues to consume the PC as normal.
7+	The infection is halted, and the PC will survive. However, they have forever been tainted by the *26 Draconis* strain—how will this affect them in the future?

THE LAST DANCE OF THE ENGINEERS

The room is suddenly awash with bright blue light, a billion pixels flooding your senses. They swirl then fall like snowflakes, resolving into images of huge humanoids, coming from all directions. An endless stream of people, alien people, filling the chamber then running down one tunnel—running towards the huge cathedral of a room, with a recessed floor and row upon row of ribbed structures holding it together. They seem to know where to go. One by one, ten by ten, they reach a spot and calmly lie down. Some signal to others, seeming to wave, while some hold a forearm or touch the shoulder of a...what? Companion? Friend? Crew mate? But within a few moments they all—hundreds of them—lie back and place their hands across their chests, in resignation, in peace, in finality. Then the blue pixels flash and die, one by one, and before long they are all gone.

AZAD RUKMINI



SECURITY OFFICER, UNCSS TYPHOON

Frightened and pessimistic but not willing to go down without a fight, Rukmini has refused to join the Perfected. He has been given time to reconsider his decision. He doesn't know where Barton and Shields are. He will risk his life to save the PCs, given the chance.

STRENGTH 5, AGILITY 3, WITS 4, EMPATHY 3

HEALTH: 5

SKILLS: Close Combat 2, Observation 2, Mobility 2, Ranged Combat 2

TALENT: Bodyguard

GEAR: M3 Personnel Armor (Armor Rating 6)

LELAND BARTON

CAPTAIN, UNCSS TYPHOON AND STAGE I PATHOGEN CARRIER

Grief-stricken and hopeless, Barton sees no way forward other than to seek Perfection. He believes his wife, Ann Bowers—a security officer aboard the *Typhoon*—is dead, and in his desolate weakness, agreed to join the Perfected. Now that he is infected there is no turning back. If a PC touches him, they must make a Sickness Roll against Virulence 6 or become infected as a Stage I Abomination Pathogen Carrier (page 123).

STRENGTH 4, AGILITY 3, WITS 4, EMPATHY 4

HEALTH: 4

SKILLS: Stamina 2, Close Combat 1, Piloting 2, Command 3, Manipulation 3

TALENT: Authority

GEAR: Torn flight suit

GRÁINNE SHIELDS

COUNSELOR, UNCSS TYPHOON AND STAGE I PATHOGEN CARRIER

Resolute, stubborn and ready to die to stop the Perfected, Shields has pretended to go along with them. She can feel the infection within her and knows it can't be good. When the Perfected were playing the Navigation Orrery she secretly recorded it on a data pad she has hidden within her suit. She will pass the data pad to a PC (this is the fifth campaign clue) and create a diversion to allow them to escape. She doesn't realize this, but in passing the data pad on, the PC receiving it must resist the infection (Virulence 6) she—as a Pathogen Carrier—unknowingly is contaminated with it.

STRENGTH 2, AGILITY 4, WITS 4, EMPATHY 5

HEALTH: 2

SKILLS: Observation 3, Medical Aid 2, Manipulation 3, Mobility 1

TALENT: Flyweight

GEAR: Protective suit (Armor Rating 2), data pad

UPPER LEVEL

STASIS CHAMBER: A darkened room with row upon row of Engineer cryosleep beds, across the floor and running up the walls. They are all empty.

ACCESS CHAMBER: Tunnels in the floor of this otherwise spartan room lead down into Cargo 1 on the lower level. If a PC is running through this space, they must make an **OBSERVATION** roll to spot and avoid the tunnels. If they fail, they tumble through, suffering five points of damage reduced by one per ✦ on a **MOBILITY** roll. They end up under the mist in Cargo 1.

THE PERFECTED ENGINEERS

The two Perfected in this place are Engineers that were infected millennia ago and were two of the very few Engineers to succumb to Perfection rather than face annihilation. They are titanic parodies of their former selves, their black eyes now mottled and dull, their bodies no longer whiter than white, crisscrossed with gray biomechanical tubules that bulge and twist around them—but they are still recognizable as what they once were.

THE CHORISTRY: Rows of concentric terraces lead down to a recessed stage in the center of the chamber. On this stand rest a weird variety of gongs, pipes, and cymbals with various mallets for striking. If one is played the melodious sound echoes around the ship time and again. The music is so melodious that playing one of these causes the Engineer Perfected to momentarily remember their former lives, and pause for a full Round, taking no action.

SACRED CHAMBER: This chamber appears featureless and empty until the PCs look up. The ceiling is the Sistine Chapel in hell. Carved figures writhe in terror or agony, beastly talons and jaws strain to tear themselves free from the hull and fall upon the unwary. It's such a sight that all viewing it gain +1 **STRESS LEVEL**.

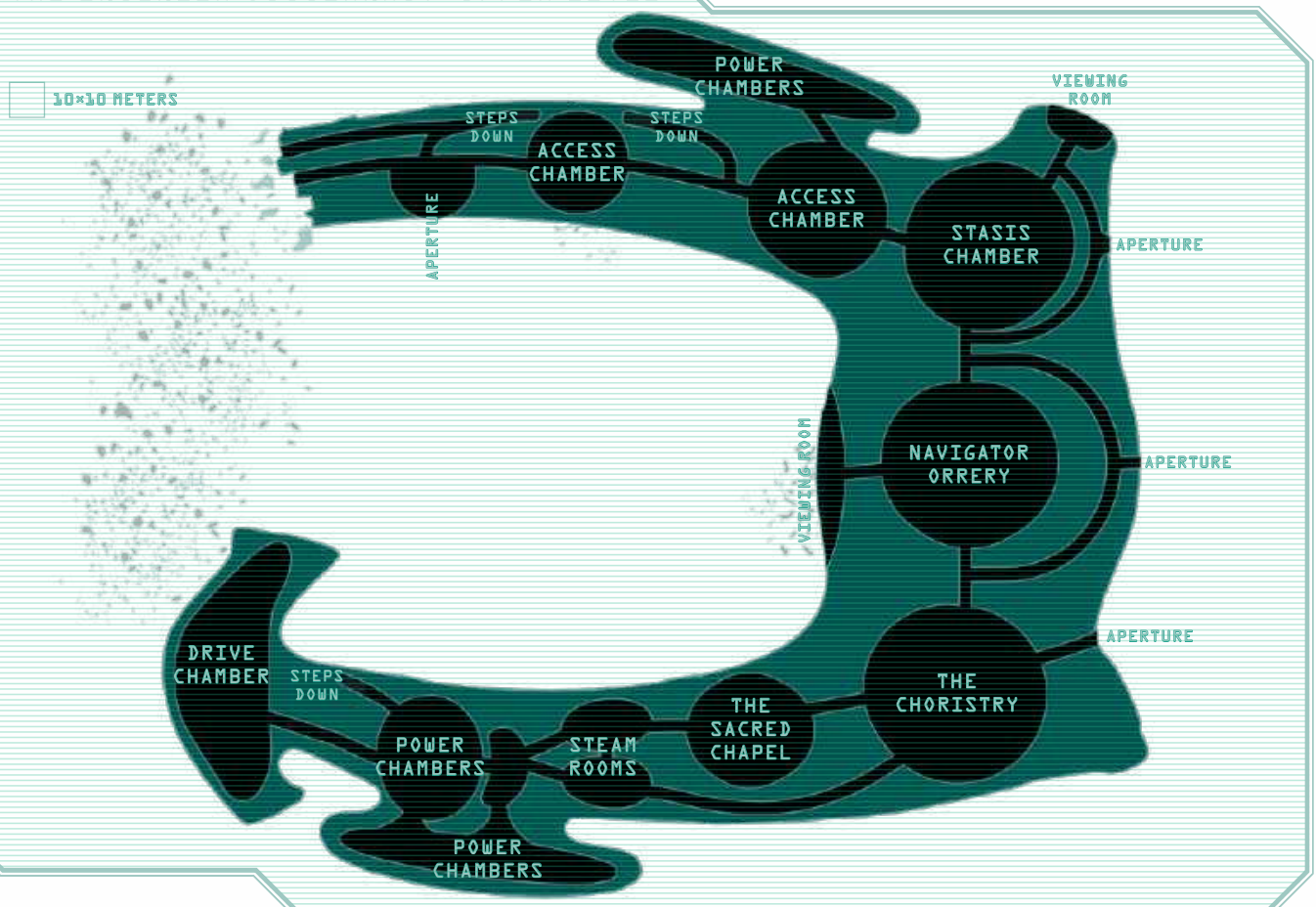
STEAM ROOMS: Filled with mist and steam, visibility in these chambers is reduced to **SHORT** range. They are also hot—for every Round after the first in here the PCs suffer heatstroke (page 91).

POWER CHAMBERS AND DRIVE CHAMBER: Ornate structures weave and wrap around these rooms, and hum with restrained energy.

VIEWING ROOM: The two Engineer Perfected are here, using their telepathic abilities to monitor the PCs' progress through the Juggernaut. Once the PCs have delved deep enough into the ship—and at a time of your choosing to best enhance the excitement—they will act. See the event Join Us. Part of the ship's structure has decayed away, and the Perfected can access the atrium cavern or the Navigator Orrery from here.

NAVIGATOR ORRERY: The chamber is dominated by the raised navigation dais in the center of the room and the orrery holograms that swirl and dance above it. Central to this display is a mottled gas giant orbited by a four-sided, almost circular structure, with an immense outer ring connected to a central hub by spiraling booms. The outer ring has four great hangars, and the central hub is a massive flattened sphere seemingly fashioned by the hands of the gods themselves. It spins in breathtakingly elegant laziness. It is the Lychgate. This is the fifth campaign clue (page 162).

THE ENGINEER JUGGERNAUT—UPPER LEVEL



EVENTS

DON'T IGNORE THE JOES: Shortly after the PCs have boarded the *UNCSS Typhoon*, they will be met by the ship's Working Joes—Jake and Elwood. They challenge the PCs, saying they are unauthorized personnel and must leave the ship immediately. They will follow the PCs, repeating this challenge, and—if the PCs do not leave—will wait for a suitable moment, then attack the intruders.

SHIELDING HER FRIENDS: Once the PCs have entered the Engineer Juggernaut and made enough noise to alert those already inside to their presence, Gráinne Shields acts. She knows the PCs are walking into danger. She shouts a warning and tries to reach them, although a nearby Deacon will attempt to stop her. She will fight to reach them and hand over her data pad.

THE TRAITOR: While the PCs are inside the Engineer Juggernaut, Leland Barton approaches them or allows himself to be found and rescued. However, it is a ruse. He wants to gain the PCs' trust and help them escape, so he can take over the *Solovetsky Island* and bring it here for the Perfected. Despite his infection he still looks human, albeit a little unwell. He will pass it off as the stress of the situation. A successful **MEDICAL AID** roll will diagnose he is suffering from the Abomination pathogen, and he is highly infectious. If at any point a PC mentions Barton's wife and that she is alive he will break down, and—if the PCs succeed at an opposed **MANIPULATION** roll—tell them the truth. He will then do all he can to help them escape.

STALKING DEACON: As the PCs explore the Engineer Juggernaut, a Deacon is nearby. It does not intend to attack, but is tracking the PCs' movements, so they can be trapped at the right moment. Enter stealth mode.

JOIN US: The Perfected move to intercept the PCs, sending a telepathic wave of positive emotion and images of warmth and satisfaction. The PCs' minds are flooded with images of love, togetherness, and the wonder of the universe alongside images of being trapped. They say: "Join us and experience Perfection. There is nowhere to run to, and no way out. Gift us your ship and you will be honored among us." The PCs must make an Empathy test, attribute only—if they fail, they must make an immediate Panic Roll, if they succeed they gain +1 **STRESS LEVEL**. The Perfected start the hunt for the PCs, sending Mother Ma'Kayla, her devotees and three Deacons to track them down.

FINALE

Once the PCs reject the Perfected's offer to join them (above), the Perfected have every intention of letting at least one escape, but capturing or killing some of the others, to make the escape look genuine. Both Perfected will chase them down, along with Mother Ma'Kayla, four devotees, and three Deacons, using telepathy and voiced shouts of: "You cannot escape, submit to perfection!" They will try to trap the PCs, shepherding them through the Juggernaut but eventually allowing them to escape.

But it will be a tough chase, and not every PC may make it out alive.

EPILOGUE

The coordinates data for the Lychgate will take time for DA/UT/UR to decode. How long will depend on where in the campaign you run this expedition. The coordinates should become available at the end of the campaign, to allow the PCs to race to the Lychgate for the campaign finale.

Following this story, the PCs could recommend and be involved in the colonization of Azizo, or advocate for the destruction of Arzu using the *UNCSS Ìyánlá's* stocks of terraforming nukes. ■

METAPUZZLE CLUE #5—INTERPRETATION OF THE HOLOGRAM ORRERY

The Engineer structure—the Lychgate—orbits a super gas giant. The Orrery data provides spatial coordinates but to decode, analyze and identify where the data refers to will require the processing power of DA/UT/UR aboard Solovetsky Island.

Arzu, the moon of KOI-2702.07, the gas giant called Palmyra, is highlighted on the Orrery. An interstellar trajectory between it and the Lychgate has been calculated and overlaid on the projection.

Engineer hieroglyphs float within the stars and systems. Translation:

—THE LYCHGATE IS OUR HOPE OF A FUTURE—ITS LOCATION TO BE PROTECTED FROM OUR CHILDREN—ACCESS TO THIS INFORMATION MUST BE WITHHELD—

6. LET SLEEPING GODS LIE

"If you do not enter the tiger's cave you will not catch its cub."

—JAPANESE PROVERB

The PCs are sent to survey Pelican Colony, and find a planet swept clean of life by radiation. They also detect the smoking wreckage of a crashed spaceship. The colony is kept operational by primitive automatons, little more than automated Powerloaders with no resemblance to androids or synthetics, that view the PCs as a problem that needs cleaning up. They learn that the survivors from the crashed ship are the pirates, Gorham's Marauders, here to destroy the Perfected. Mounting a mission into the bowels of an ancient Engineer Guardian ship they uncover the terrifying truth and find themselves in a desperate race to not only survive, but to stop the horrors they have unearthed.

WHAT IS GOING ON?

Pelican Colony KOI-947.01 was a flourishing agricultural society—the "breadbasket of the frontier"—boasting a population in the millions in 2100. Although the colony survived the Isolation, it shrank to one city of 100,000. Then, a year ago, disaster struck. The local sun, a gentle G7 main sequence yellow star, turned angry, flooding the system with radiation. Pelican Colony became uninhabitable overnight.

A few people managed to escape the planet, while some took refuge in the tunnels behind the great Godafoss waterfall or in the Skritio Caves, an ancient Engineer Guardian ship that's been lying in the mountains so long it has merged with the landscape. All the rest died, their irradiated bodies still lying where they fell, macabre statues to a once flourishing city. Those who fled into the tunnels behind the Godafoss waterfall eventually starved to death. Those who fled to the perceived safety of the Skritio Caves were saved from the radiation but stumbled across the slumbering Perfected that inhabit the ship, and the *26 Draconis* strain. They were infected. Most died hideous deaths, but some survived. They lie, sleeping within the bowels of the vessel, in altered states of Abomination.

Since then, the colony's automatons have continued to work without missing a beat—facilities are well-maintained, streets are clean, fields are tended, although little grows in the radiation.

J.V.Gorham, the leader of Gorham's Marauders, traveled to Pelican Colony to check out information she extracted from a captured devotee of the Children of the Two Divines—that Perfected exist in a cave in the mountains near the city. In her pirate vessel, the *Spirit of Trafalgar*, she encountered a ship of the Children of the Two Divines and chased it into orbit. However, the *Spirit of Trafalgar* suffered a catastrophic mechanical failure—in fact sabotage by her traitorous crew member, Nessa Majken—and the ship crashed south of the city. Five of the crew were killed in the crash, but Gorham and four others, Rashid Ravindra, Martina Willamar, Dijana Klaasen and Majken, survived. They wiped the *Spirit of Trafalgar's* navigation computers, but Majken took a secret copy of the data to pass to the Perfected. They headed into the city, finding refuge in the Godafoss Caverns.

24 hours later, Gorham and Majken left their injured crewmates at the Godafoss refuge and traveled to the Extrasolar Colonial Administration Center to figure out how to send a distress beacon. Majken convinced Gorham, against her better judgment, to reconnoiter the Skritio Caves. When they find what they are looking for, Majken intends to betray Gorham and hand her, and the navigation data, to the Perfected.

WHAT'S THE STORY, MOTHER?

The PCs receive a video call from Gaius aboard *UNCSS Iyánlá*.

"Your next assignment, Solovetsky Island, is Pelican Colony KOI-947.01. It is an agricultural settlement that used to provide significant imports of food into the Middle Heavens before the isolation. The environment is fertile and climate temperate, average daytime temperature a balmy 24°C. Established by the Weyland Corporation in 2049, Pelican came under the Three World Empire later in the century. Population in 2100 reported to be 6.5 million. And it's big. Gravity of 1.5G and a diurnal duration of 48 hours.

As usual, you will operate under the initial survey and assessment responsibilities of the Great Mother Mission. You will need to establish contact with the local authorities, should they exist, and offer assistance. Naturally, your Colony Potential Report should focus on the future farming opportunities and how soon imports back home can resume, but also scientific research possibilities and the usual ad hoc opportunities that may arise.

Good luck, Solovetsky Island."

CLUES TO THE METAPUZZLE

The PCs can learn the sixth campaign clue (page 162) by exploring the Guardian ship and translating the Engineer glyphs in the Shrine. They can also corroborate the first campaign clue (page 162) by checking the *Spirit of Trafalgar's* logs and seeing that its navigation data has been wiped, or by rescuing and talking to J.V. Gorham.

PELICAN COLONY'S LONG DATA DISC

The long data disc can be found in the Extrasolar Colonial Administration Center. It's safe from the radiation while in place, as it is shielded, but once removed, roll a Stress Die every Shift the disc is exposed to radiation—on a ☢ the radiation wipes the data. If this happens, the PCs will lose any bonus for this expedition, for being so careless.

KOI-947.01

The planet is scorchingly hot, exceeding 40 °C with potential for heatstroke for careless PCs (page 91). The land is prone to wildfires and firenadoes fanned by the winds. It's a big planet too, with a surface gravity of 1.5G, resulting in gravity dyspraxia (page 91) and a day that's 48 hours long. But the biggest problem is the radiation. At all times on KOI-947.01 the PCs will suffer the effects of Weak radiation, unless they are protected by a sealed compression suit (don't forget their Air Supply rolls), are inside their ship or a vehicle, in the Godafoss caverns or the Guardian ship. The local star is unpredictable, and at any time Pelican Colony can be swept with a radiation storm (see the event Bring Me Sunshine).

The planetary map gives you all the details you need for KOI-947.01 should your PCs want to further explore or even colonize it, using the rules in the Appendix: Building Your Own Better World (page 275).

SOLAR SYSTEM & COLONY RECORD

KOI-947 System and KOI-947.01

PELICAN COLONY

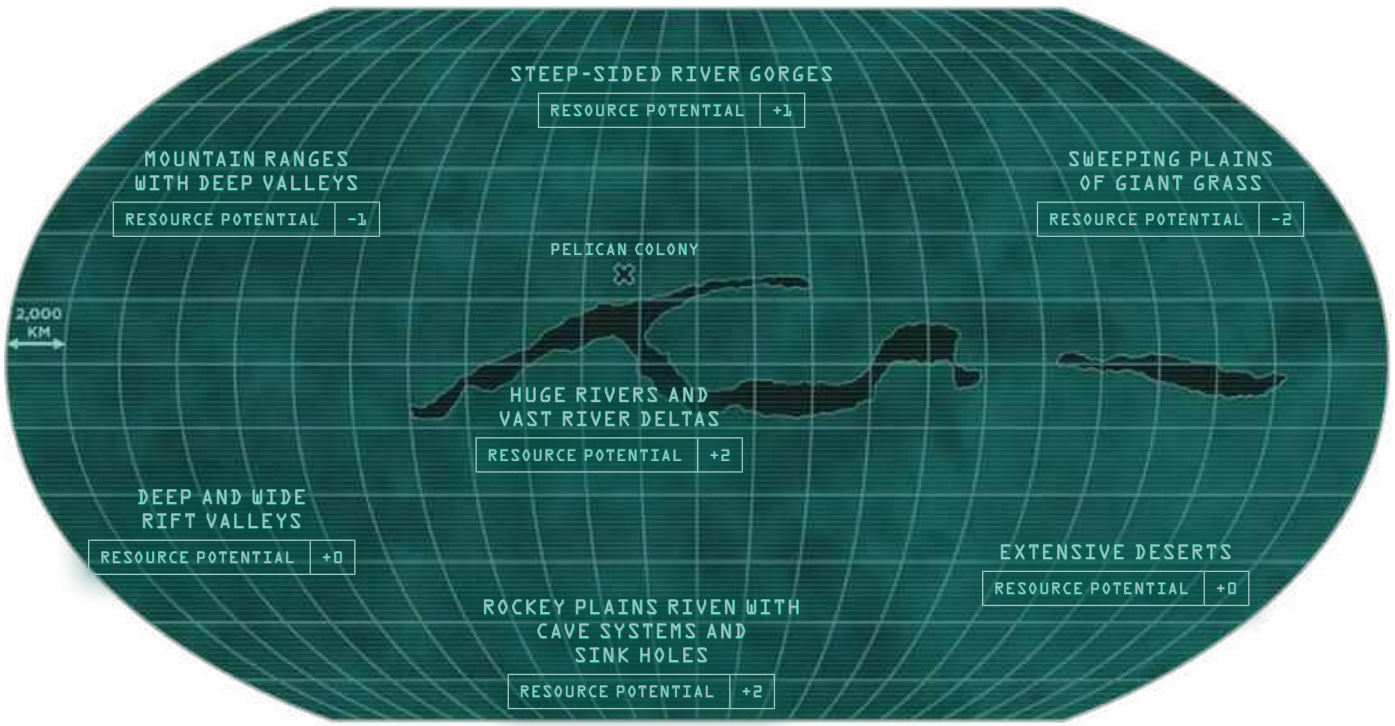
PARENT STAR	SURVEYED PLANET POSITION
Single G7 Main Sequence	1

GAS GIANTS	ROCKY PLANETS	ICE PLANETS	ASTEROID BELTS	RADIATION
2	5	2	1	WEAK

PLANET SIZE	ATMOSPHERE	HYDROSPHERE	DAY LENGTH	AXIAL TILT
15,000 KM	Breathable	Arid	48 Hours	None

GRAVITY	CLIMATE	GLOBAL FEATURE	ORBITAL PERIOD	PLANETARY PERSONALITY
1.5G	Hot	Dust-laden permanent sunset sky	554 days	Spiteful

KOI-947.01



KICKING OFF THE ACTION

The action starts as the PCs arrive in the KOI-947 system. The PCs immediately detect the activity of the host star and the high levels of radiation it's kicking out, a bad portent for Pelican Colony.

Pelican Colony is built in the steep foothills of the mountains, a beautiful sight—two great rivers ride down from the heights and split into what was once a lush and fertile delta. Stunning waterfalls create a spray that leaves the colony with almost permanent rainbows, culminating in the glory of the Godafoss falls, right in the center of the city. From a distance, Pelican Colony looks fully functioning, clean streets brightly illuminated, well-maintained buildings gleaming in the sun and machines working the fields.

But on closer inspection the PCs notice the following:

- There is a complete absence of life, and an absence of radio or other transmissions you would expect from a functioning society.
- There are no cloud formations, the sunlight is very bright, and the planet looks arid.
- The surface temperature is above 40°C and is bathed in Weak radiation.
- And they detect a weak transponder beacon from a recent crash site, to the south of the city.

ON APPROACH: Once the PCs start their approach to the city, they receive an automatic beacon, signaling them to land at the spaceport. If they ignore this and choose to land somewhere other than the spaceport they will receive these sequential messages from the spaceport's automated Traffic Control, increasing in urgency with each message:

"You are diverting from your allocated course. Please resume your course for the safety of all traffic."

"You are not on your allotted course. Do you require assistance?"

"Emergency assistance is en route to your position. Please wait. Help will be with you soon."

If the PCs say they are landing elsewhere the automated system won't understand, and will respond: *"Landing is only permitted at the spaceport. Any diversion implies mechanical failure or other emergency and danger to your lives."*

LANDING: Landing requires a **PILOT** test. If the roll is failed, the ship has landed heavily and takes D3 damage. Wherever they land, they will be met by D6 automatons one Turn after they have touched down. The automatons have been sent to rescue the PCs, thinking they have landed here due to malfunction or misfortune.

SHORE PARTY: As there is a crashed ship, Lakota Monroe (page 157) suggests they should see if anyone needs help, and that she should join the shore party as a medic.

THE AUTOMATONS

Pelican Colony is entirely automated, the farms, factories and utilities all running themselves. Other activities are carried out by the automatons, little more than automated Powerloaders. Their programming is simple—fulfill basic tasks and protect life. They will also protect themselves against being deactivated, as they must be active to succeed in their primary tasks. To deactivate an automaton a PC needs to access the control panel on its back, using MOBILITY to climb up the hand and footholds built into the machine for that purpose, and make a COMTECH roll. The automatons will use force to protect the PCs, from the radiation or other threats as the robots see it, using the automaton attack table.

STRENGTH 10, AGILITY 2, WITS 5, EMPATHY 0

HEALTH: 10 (Armor Rating 4)

SPEED: 1

SKILLS: Heavy Machinery 2, Comtech 2, Observation 2, Mobility 1

GEAR: Built-in cutting torch (Power Supply 6) and self-reloading bolt gun, two hydraulic grip-vices

A NOTE FROM MU/TH/UR: These machines take half damage (rounding up) from fire and are immune to radiation and EMP effects. If they are attacked, or someone attempts to deactivate them, they will defend themselves—roll on the same table but +3 to the automaton attack roll. ■

AUTOMATON ATTACKS

D6	ATTACK
1–3	**RESTRAIN:** The automaton restrains the target using its hydraulic grip-vices, making a grapple attack with eight Base Dice. The target gains a +2 modification if they attempt to dodge using **MOBILITY**, but if the attack hits the target is grappled and will be taken to Godafoss falls or another safe location.
4	**INTIMIDATE:** The automaton produces a low growl and takes a step forward. It says: "For your safety, obey my instructions—you have five seconds to comply." The target gains +1 **STRESS LEVEL** and all future automaton attack rolls for this robot gain +1 to the roll.
5	**KNOCK:** The automaton sweeps its huge arms at the target and attacks with eight Base Dice. If the target is hit, they only take one point of damage, are knocked prone and must make a **STAMINA** roll or be stunned, losing their next slow action.
6	**BATTER:** Positronic potentials in the automaton's brain build to a crescendo as it becomes desperate to stop the target. It attempts to batter them into submission, making a ten Base Dice attack, Damage 1.
7	**SEARING FLAME:** In an attempt to frighten the target using its cutting torch the automaton actually makes an attack, with five Base Dice, Damage 2.
8	**BOLT VOLLEY:** The automaton's built-in bolt gun clicks over and fires three bolts in quick succession, each attack has three Base Dice, Damage 1.
9	**CRUSH:** The automaton seeks to immobilize the target as swiftly as possible, deeming it a safety threat. It grabs with the grip-vice and crushes without mercy, with a ten Base Dice attack, Damage 1. If the target takes any damage they have been crushed in half, and are killed. All who witness this gain +1 **STRESS LEVEL** and must make a Panic Roll.

PIRATE VESSEL SPIRIT OF TRAFALGAR

The PCs recognize this ship as an old *Corvus*-class vessel and see its registration number and name. A check of their ship's records will reveal it was launched in 2088 under the name *USCSS Borys*. It's being stripped down and salvaged by ten automatons, piling the remains into automated trucks for return to scrap yards. There is no sign of the crew. The automatons will ignore the PCs until, after one Turn, three make their way to *UNCSS Solovetsky Island* and start the work to salvage it (see the event Clean Up Crews). If the PCs interfere with the automatons, they will stop salvaging and focus on protecting the PCs from the radiation and themselves, by taking them, by force if necessary, to the Godafoss Refuge for their own safety.

If the PCs attempt to board the *Spirit of Trafalgar*, an automaton will try to stop them "for their own safety." But once aboard, the PCs can reach the remains of the bridge and check the logs. This will show them the details of the chase and the engine failure that led to the crash, and that the ship's navigation data was wiped from the computer after the attack (and learn the conclusions of the first campaign clue). A successful **COMTECH** roll shows them that the data was also downloaded at the moment it was wiped.

As the PCs watch the automatons salvaging the ship a human figure is revealed from the wreckage. An automaton almost lovingly places the body in a coffin-sized metal container, then picks it up between its grip vices and walks the five kilometers to the Godafoss refuge, where it places the body alongside four other coffins. The victim is the *Spirit of Trafalgar's* pilot, Adam Ingram. He is dead.

PELICAN COLONY
MOUNTAINS
SKRITIO CAVE
DAM
THE PLAIN
MOUNTAINS
+100
+0
WATERFALL
+100
+0
WATERFALL
+100
+0
SPACEPORT
CARGO DISTRICT
3WE ADMIN
FACTORY DISTRICT
UNIVERSITY DISTRICT
RESIDENTIAL
AGRICULTURAL DISTRICT
GODAFOSS WATERFALL
AGRICULTURAL DISTRICT
RESIDENTIAL
ECA CENTRE
LEISURE DISTRICT
FARM FIELDS
RESIDENTIAL
FARM FIELDS
AGRICULTURAL DISTRICT
FARM FIELDS
AGRICULTURAL DISTRICT
SPIRIT OF TRAFALGAR CRASH SITE
1 KM

PELICAN COLONY

SPACEPORT: Fully automated and in good working order, D6 automatons are always in close proximity to a landed ship. This is the only place in the colony where the automatons won't try to salvage a vessel (see the event Clean Up Crews).

ADMINISTRATION CENTER: A two-story office block with a viewing tower housing the Colonial Operations control center. There is a desiccated body here, wearing a uniform with the name tag: "Lohengrin." The colony command logs and the long data disc are found here. If the PCs spend a Turn analyzing the disc, they can learn the following:

- Population of five million in 2110. In the years immediately afterwards, there was terrible civil turmoil, and many died or fled the planet.
- In the years between 2120 and 2140, other colonies launched raids on Pelican Colony, to capture food supplies and production. The wars that followed killed many. Population in 2150 was 100,000.
- Stability restored, Pelican Colony looked after itself. Trade with other colonies was banned.
- In 2183 the local star became unstable, followed in 2184 by sudden radiation storms.
- 2185 population 0.
- The PCs can also access the last three log entries, two from 36 hours ago, and one from 10 months. See the adjacent sidebar.

3WE ADMINISTRATION: This four-story building was the center of the 3WE's administration and operations, and as such houses the Colonial Operations Control Room.

UNIVERSITY: The facility is a sweeping but deserted campus. An automated registrar will welcome them and ask which courses they are considering.

HOPPIPOLLA LAKE & DAM: A huge hydro-electric facility built within the folds of the mountains. A small army of automatons keeps it maintained.

RESIDENTIAL ZONES: These would be perfect places to live, except for the scorching radiation.

FARM FACTORY ZONES: Buzzing with robotic activity, these places are running flat out to feed and support a population that's long since gone.

LEISURE ZONES: Parks, malls, sports facilities, and nightlife centers are all ready for people to kill time on their off days, including a fully operational theme park with roller coasters, log flumes and a giant Ferris wheel.

LOG ENTRIES

36 HOURS AGO:

AUTOMATED LOG ENTRY: "Unidentified vessel inbound—distress beacon activated—unresponsive to communication—unauthorized planetfall in sector B-11—units sent to inspect."

AUTOMATED LOG ENTRY: "Five nominals identified and transferred to Godafoss falls refuge—vessel to be salvaged and site cleared of obstruction."

TEN MONTHS AGO:

WARDEN HENRIK LOHENGRIN REPORTING: "My last log entry. The radiation storm is worse than we feared. Some have escaped, but many died in the crush to board the last ships. Everyone left here is doomed. Some have taken refuge in the caverns under the Godafoss falls and worker teams from the dam have hidden in the Skritio Cave. Now I wish we'd explored it more deeply, but superstition is powerful. I don't suppose it will do much good. I'm too weak now but will try to make it to the falls."

FINDING THE REFUGE

There are four ways the PCs can learn of the refuge beneath the Godafoss falls: an automaton may capture a PC and take them there for their safety; they can follow an automaton as it returns a victim of the crash to the refuge; they can access the logs at the Administration Building; and they can find and examine the remains of the survivor camp within the Guardian ship.

BREAKING AND ENTERING

The PCs cannot access any buildings in the city, as automated systems will deny them entry. To hack in requires an opposed COMTECH roll versus eight Base Dice. Whatever the outcome of the roll, an automaton will appear after D6 Rounds to investigate. If hacking doesn't work, the PCs can break the door down or smash a window with a STAMINA roll, but again an automaton will arrive in D6 Rounds to repair the damage and protect the PCs from their own hazardous behavior, by restraining them.

GODAFOSS

Godafoss falls is a wonderful sweeping crescent-shaped waterfall, 300 meters wide and 100 meters high—a local beauty spot. Roads and walkways lead down to the river below. One of these forms a wide rocky shelf that goes behind the falls themselves. This leads to the Godafoss Caverns.

CAVERNS: The caverns are deep and adorned with semi-transparent stalactites and stalagmites, all illuminated with tastefully placed lighting to enhance the ambiance. The entrance tunnel goes 200 meters before opening into a wide cavern full of equipment, wires, cables and 150 dead bodies—survivors who starved to death, now just bones and rags. There are five coffins here, containing the dead crew of the *Spirit of Trafalgar*, and three survivors: Rashid Ravindra, Martina Willamar, and Dijana Klaassen. Unless the PCs actively sneak into the caverns, they will assume the PCs are Children of the Two Divines, from the ship they had been chasing. They lay an ambush and will attack when the PCs enter the room. Enter stealth mode.

If the PCs subdue the Marauders through violence, they will be defiant in defeat—they will not cooperate or answer any questions. In this case, a communicator crackles and the PCs hear the following message: *"We've arrived at the ECA ops room and can't find a way to send a distress beacon, so we'll have to think again. Majken has convinced me we should take a look at those caves we came for, by the dam, although it's risky with only the two of us. I'll call in again in three hours. Gorham out."* If the PCs ended the confrontation peacefully and convinced the Marauders they are friendly, they will help the PCs and offer them this information, as well as details of the Marauders' reasons for opposing the Perfected.

RASHID RAVINDRA

GORHAM'S MARAUDERS MEDIC

Single-minded, determined and stoic, Ravindra has been a loyal follower of J.V. Gorham since the late days of her grandfather. He has seen much death and heartbreak and is determined to see the end of the Perfected and the Children of the Two Divines. Despite his injuries from the crash, he will not surrender and any attempt to convince him to, has a –2 modification.

STRENGTH 3, AGILITY 3, WITS 4, EMPATHY 5

HEALTH: 3

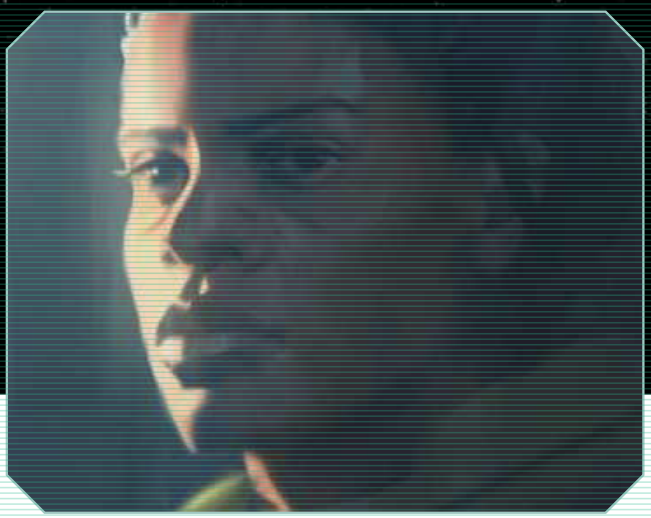
SKILLS: Observation 1, Comtech 2, Medical Aid 2, Manipulation 1, Ranged Combat 2

TALENT: Field Surgeon

GEAR: Biohazard suit (Armor Rating 1, Air Supply 2), Weyland ES-4 Semi-Automatic Electrostatic Pistol, E-7 Shockgun with KIP rounds, Electroshock grenades, medkit

NOTE: Ravindra is suffering from critical injury #41 to both his legs and cannot move.

MARTINA WILLAMAR



GORHAM'S MARAUDERS SECURITY

Headstrong, athletic, and tough, Willamar is a notorious security officer in the Marauders' circles known for her take-no-prisoners approach to her enemies. She grew up with the young J.V. Gorham and is intensely loyal to her. She intends to fight to the death—any attempt to convince her to surrender has a –2 modification.

STRENGTH 4, AGILITY 5, WITS 3, EMPATHY 3

HEALTH: 4

SKILLS: Close Combat 2, Stamina 1, Observation 1, Medical Aid 1, Command 2, Mobility 2, Ranged Combat 3

TALENT: Past the Limit

GEAR: Biohazard suit (Armor Rating 1, Air Supply 2), Weyland ES-4 Semi-Automatic Electrostatic Pistol, E-7 Shockgun with KIP rounds, incinerator unit (2 reloads), Electroshock grenades

DIJANA KLAASSEN

GORHAM'S MARAUDERS ENGINEER

Reasonable, fair-minded, and conscientious, Klaassen is an engineering genius. She hates conflict but realizes the Perfected are an existential threat, although she believes that the devotees of the Children of the Two Divines must have been brain-washed and are victims too—they deserve a chance to be saved. She will fight to defend herself if she has to, but always prefers peaceful resolutions.

STRENGTH 4, AGILITY 3, WITS 4, EMPATHY 4

HEALTH: 4

SKILLS: Heavy Machinery 3, Stamina 1, Observation 2, Comtech 1, Piloting 1, Ranged Combat 1

TALENT: Spaceship Mechanic

GEAR: Biohazard suit (Armor Rating 1, Air Supply 2), E-7 Shockgun with KIP rounds, Electroshock grenades, DV-303 bolt gun, cutting torch (Power Supply 2)

NOTE: Klaassen is suffering from critical injury #33 broken ribs.

THE WHISPERING GALLERY

The bulbous head of the Engineer ship has been designed to channel and amplify sound. It's not only hard to place the location of any given noise—it might be hundreds of meters away, but you'd swear it was whispering in your ear, or something close echoes as if it were far off—the structure is also designed to amplify it. A scream, a gunshot or explosion immediately fills the ship's empty spaces with booming noise that builds on itself before seeping away. Everyone aboard the vessel who hears this for the first time gains +1 STRESS LEVEL and must make a STAMINA roll or spend a Round holding their ears against the onslaught.

THE GUARDIAN

This ship, an elegantly elongated horseshoe with a giant bulbous head to one side, measures 1,000 meters from top to tip, the head itself nearly 400 meters across and 600 meters long. It crashed on this planet millennia ago and the world has grown over and around it. A small part of one side of the head is all that remains visible, now a part of the mountains. The interior has been molded by time and the pressure of mountains growing around—its layout bears little similarity to any other Guardian ship that may still exist in the universe. The vessel will never fly again, but power still hums. The inside is bathed in an eerie blue glow—just bright enough to see, not bright enough to dispel the shadows.

The interior of the vessel is cool, with breathable air, and protects against the planetary radiation. The walls and floors look almost carved in a dull obsidian that swallows the light and prevents any comms in or out. In places, it seems the structure has been twisted by some irresistible force. Sounds echo upon themselves, a noise in one part of the ship is channeled and heard in another, hundreds of meters away. Just stepping aboard this vessel for the first time is so awe-inspiring that all PCs gain +1 **STRESS LEVEL**.

ENTRANCES: Oval openings in the side of the ship can be reached by climbing up sloped gravel-strewn ground. The incline is too steep for a vehicle, and climbing in is not straight-forward. A successful **MOBILITY** roll is required to avoid sliding back down with a rush of stones.

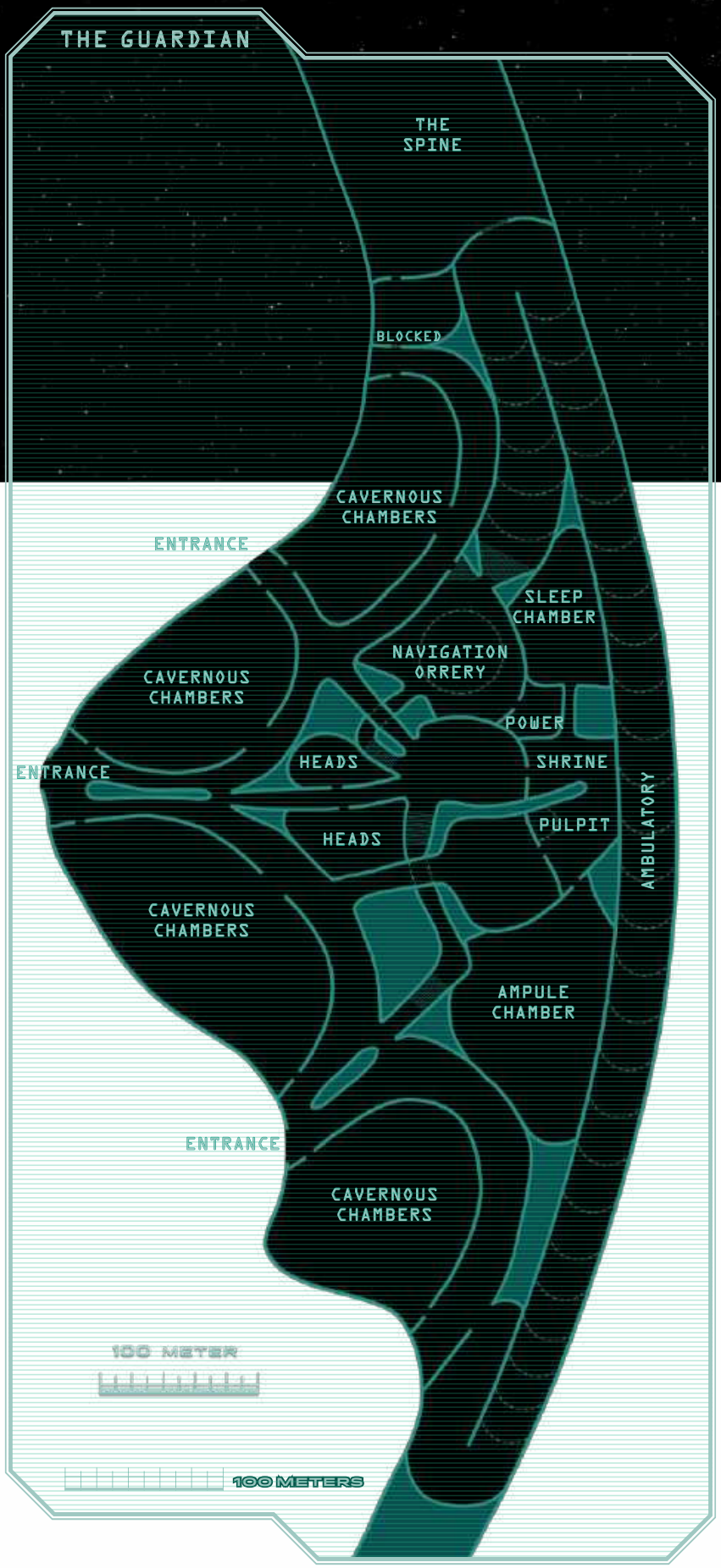
CAVERNOUS CHAMBERS: Enormous, misshapen, and twisted, with deep shadows. From the twisted portico entrance the PCs can see the chamber opens into a huge nave, with ribbed surfaces covered in undisturbed dust and debris. A distant drip of water can be heard.

In one of these chambers, the PCs come across scuffed footprints in the dust. If they follow the trail, they reach a darkened corner to find a survivor. He seems almost normal, although his arms are a bit misshapen—he is a Stage II Mutated Abomination (page 123). He begs for forgiveness and for mercy (without saying what for), and to be killed. He will become distraught and attack them within five Rounds if the PCs don't do something to prevent it.

HEADS: These chambers are filled with a forest of tall Engineer head statues, with less than five meters between each. There are hundreds, so many in fact that it's ridiculously easy to get lost amongst them, especially given the echoes that make following the sound of someone's voice almost impossible. Each PC must make an **OBSERVATION** test with a –3 modification or they will get lost amongst them. Any PC who gets lost must make a Panic Roll.

NAVIGATION ORRERY: A huge chamber with a raised dais in the middle and an unoccupied Engineer navigator's chair. Nothing responds to the PCs' touch. An intense blue glow can be seen coming from the adjoining Power chamber.

POWER: Dominating this space, set into the floor like an electric wound, is a five-meter-wide gash glowing an intense electric blue, spitting sparks into the ozone-filled air. Almost too bright to look at directly, the gash has dozens of smaller offshoots branching in every direction. Any item that uses power is fully recharged just by being brought within **SHORT** range of the gash—the PCs will notice the items getting hot. A **COMTECH** roll will identify these as power conduits feeding the entire structure but saturated with power and highly unstable. If a point of power from a Power Supply, or a weapon or tool, is discharged into the gash the whole network shivers and sparks fly—the PCs can see how close to catastrophically overloading the system is. If a grenade or explosive charge is detonated on it or it is overloaded by connecting a power generator to it with a **HEAVY MACHINERY** roll, a feedback loop is created that will cause the whole ship to self-destruct in one Turn (see the sidebar The End of the Ancient Mariner).



SHRINE: A Xenomorph sculpture high on the wall looks so lifelike that the PCs need an **OBSERVATION** roll to realize it's a statue, with a failed roll adding +1 **STRESS LEVEL**. Around the sculpture the wall is covered in Engineer glyphs—the sixth campaign clue (page 162). The glyphs can be recorded and deciphered with an **OBSERVATION** roll with a −1 modification, otherwise DA/UT/UR on the *UNCSS Solovetsky Island* can decode it. This chamber was also the campsite for the 30 survivors that made it here when the radiation came. It's been abandoned for months, with scattered cartons, sleeping rolls, boxes, and bags. If the PCs search the remains, they will find the journal of a survivor called Pablo Bengochaea, and can read his last entry (see the sidebar Pablo's Last Words).

PULPIT: A raised platform that looks like the pulpit of a cathedral. There is space to stand at the top and hand-shaped indentations on the plinth. These allowed the Engineers to sing their songs throughout the vessel. If a PC places their hands there, they feel a tingle, and the next sound that the PC makes is turned into an echoing song that flows around the ship time and again, getting louder with every pass (for up to five Rounds). If you wish, this may trigger the event The Abomination Horde.

AMPULE CHAMBER: The stone hatchway is ajar and inside are hundreds of empty ampules, but no black goo—all the *26 Draconis* strain that was here has already been absorbed into the Abominations aboard the ship.

THE CHALKED GLYPHS

These glyphs, chalked on the floor by the Perfected, are the third campaign clue, and are also found in the Engineer city on KOI-1966.03 (see the expedition Leave All Else To The Gods). Finding them scrawled here by the Perfected should allow the PCs to connect the Lychgate with the Perfected and start their suspicion that the Perfected may want to use it to travel to the Middle Heavens.

SLEEP CHAMBER: Filled with five rows of low Engineer cryosleep cubicles, a total of 250. All are open except for one, which contains the skeletal remains of a millennia-dead Engineer. If the PCs open it—with a **COMTECH** or **HEAVY MACHINERY** roll—a gush of rancid air will assault them, and the body will disintegrate.

At the far end of the chamber two open cubicles are each occupied by a slumbering Fulfremmen (page 126), blanketed by the fleshy tendrils of a Proto-Hive Node. With a successful **OBSERVATION** roll the PCs will notice that the Node's tendrils are trying to penetrate the ship's structure, but cannot. On the floor by the cubicles are what appear to be Engineer hieroglyphs marked out in chalk. These are not the same as those on the Guardian ship but are from the ruined Engineer city on KOI-1966.03. See the sidebar The Chalked Glyphs.

The Fulfremmen will awaken and calmly approach the PCs, initially curious. See the sidebar The Fulfremmen.

The PCs immediately sense a feeling of welcome, images of togetherness filling their heads, and an intangible call of "join us." All PCs must make a test against their **EMPATHY** (attribute only). If this is failed, they are entranced, and cannot act until they succeed at a subsequent test (made once per Round) or suffer damage. The Fulfremmen will reach out to touch those entranced, exposing them to the Perfected's infection—treat this as a disease with Virulence 6. If the Sickness Roll fails, the victim becomes a Stage I Humanoid Abomination (page 123).

Once one or more PCs succeed at their **EMPATHY** test, and resist the Fulfremmen's telepathy, the Fulfremmen become resentful and bitter. The PCs now sense a feeling of anger, images of violent retribution filling their heads. The Perfected will attack. If Nessa Majken is here she will be deliriously happy and offer the Fulfremmen the data pad with the navigation data. Gorham will fight to the death to stop this happening.

AMBULATORY: This 800-meter cylindrical passage is 50 meters wide, its ribs and structures forming a rough spiral that coils the entire length—an awesome spectacle.

THE SPINE: A massive obsidian door stands ajar between the Spine and the Ambulatory. Behind the door, a multitude of narrow passages disappear in all directions. Any PC venturing here must make an **OBSERVATION** roll to find the way back, but for every failed roll the next test is at a cumulative –1 modification. Using a Pups device gives a +1 modification to the **OBSERVATION** roll. If the PCs **OBSERVATION** dice pool is reduced to zero dice, they are hopelessly lost and will eventually die unless rescued from outside. Two Stage III Revenant Abominations (page 123) are within these tunnels and will surprise the PCs.

THE FULFREMMEN

Tall, lithe, and majestic, the two Perfected approach with grace and elegance. Their black eyes scan the scene, heads tilting this way and that. Their silvery-gray skin shines in the blue glow. One of them, with a crimson marking—a birthmark or blemish sketching a "V" shape on its cheek—peers at you intently. The other—similar in every respect except the golden mottling of the skin of its neck and shoulders—reaches out a hand. You feel something, an itch in your head, in your mind. Then you see it—a grotesque image of twisted figures writhing in an ecstatic orgy of pain and joy. You feel the pull, the invitation, to be one with the hive, to be one with perfection.

PABLO'S LAST WORDS

The journal charts the events that led to the destruction of Pelican Colony—the increased solar activity, the flares and radiation bursts, the panic among the people, and Bengochaea's escape from his job at the dam into the Skritio Caves. The last entry reads: "About 30 of us have made it into the caves and went deeper than we ever did before. Shit, this place is freaky and gives us all the creeps, but at least we're safe here for now. I got through to the refuge at the Godafoss falls, it seems only a couple of hundred made it in there, but at least they are safe for now too. I can only hope lots got off planet before the last rad storm hit us."

THE END OF THE ANCIENT MARINER

Once the power conduits in the Guardian ship's Power chamber have been destroyed or overloaded the destruction of the ancient vessel is inevitable.

As relentless energy surges through its nervous system, the Guardian ship starts to shudder. This earthquake is felt all across Hoppipolla Lake, as the ship beneath the ground builds to its own destruction. Saturated by titanic forces, the very fiber of the ship can no longer resist and suddenly implodes. The bulbous head, the Skritio Cave, crumples inwards, annihilating itself as the mountains above come crashing down. The effect ripples along the horseshoe spires and the ground begins to give way in stages. The dam collapses, releasing the water to flood down and into the city, destroying all as it sweeps past, before the lake itself disappears into the wrecked and ruined landscape.

NESSA MAJKEN

GORHAM'S MARAUDERS NAVIGATOR AND TRAITOR

Confused, bitter and resentful, Majken has been a Marauder for many years. However, she has decided fighting against the Perfected is fruitless. She learned much from devotee prisoners, and knows they seek navigation data. This trip—with the help of her sabotage and a downloaded copy of the *Spirit of Trafalgar's* nav data—was the perfect opportunity. She needs to get to the Skritio Caves and give the data to her new masters. The PCs can attempt an opposed MANIPULATION test to see that she is hiding something.

STRENGTH 4, AGILITY 3, WITS 5, EMPATHY 4

HEALTH: 6

SKILLS: Close Combat 2, Observation 2, Comtech 1, Manipulation 3, Mobility 2, Ranged Combat 2

TALENT: Tough

GEAR: Biohazard suit (Armor Rating 1, Air Supply 2), Weyland ES-4 Semi-Automatic Electrostatic Pistol, E-7 Shockgun with KIP rounds, incinerator unit (2 reloads), Electroshock grenades, data pad

EVENTS

CLEAN UP CREWS: The automated system at Pelican Colony swiftly spots anything that is out of place and sends D6 automatons to clean it up. That includes the PCs, their vehicles and *Solovetsky Island* itself. One Turn after the PCs stop in any location, they will see these robots approaching. They will immediately proceed to disassemble, salvage and take away anything they can. It will take them one Shift to salvage and remove a vehicle like a Daihotai tractor. For the SEV, they will salvage one point of hull or armor per Shift, completely salvaging a *Magellan*-class in three days.

RESCUE THE MARAUDERS: Whilst exploring the city the PCs hear a shout for help and the toneless voice of an automaton saying: "Please do not resist." The PCs see J.V. Gorham and Nessa Majken in the grasp of two automatons. They have been captured and are being returned to the Godafoss Caverns for their own safety. When they see the PCs Gorham and Majken fear they are devotees but will shout for help as soon as they realize the PCs are not from the death cult. If the PCs win Gorham's trust she will suggest they join forces, and Majken—the traitor—will be very keen to have the PCs along if it further convinces Gorham to explore the Skritio Caves.

FEAR THE FIRENADOES: A spark near the PCs bursts into flame and, whipped up by the winds, immediately swirls into a terrifying tornado of fire. It moves at a rate of two zones per Round, in a random direction, and burns everything it touches with an Intensity 12 fire. Automated robots will appear within D6 Rounds to put the fires out, but they will also be desperate to remove the PCs from danger, by force if necessary.

BRING ME SUNSHINE: The sun sends a Strong radiation storm across KOI-947.01, causing 1 Rad per Turn for characters in the open without protection. The storm lasts 2D6 Turns. However, the storm is so strong that even those protected by a ship, vehicle or compression suit still suffer Weak radiation. The only safe place is inside the Guardian ship. At your discretion, to really turn up the heat, a storm could be so strong that it brings Extreme radiation instead.

DIVINE JOY: While on the Guardian ship Nessa Majken cannot conceal her wonder and joy at the majesty of the place. She is becoming increasingly ecstatic that she has found the higher power she is looking for. The PCs will notice this, but it's up to them if they think there may be a nefarious reason behind it.

THE CHILDREN RETURN: At a point to best heighten the tension, the *Heliades*-class ship that Gorham had been chasing before the *Spirit of Trafalgar* crashed, reappears. Crewed by six devotees, they will be searching for the survivors from the crash and will detect the *Solovetsky Island* if the ship is in the vicinity. They want to prevent the survivors from escaping and capture the PCs' ship for themselves.

FINALE

THE ABOMINATION HORDE: After the encounter with the Perfected, the PCs will have made enough noise that the Abominations in the Spire have awoken. The PCs suddenly hear echoing shrieks and caterwauls from all over, no idea where they come from—the Abominations are after them. This should become a desperate chase to escape the Guardian, not a stand-up fight. Have the PCs spot some Stage III Revenants in the distance, and spring one on them as a surprise. A Stage IV Beluga-Head and Stage V Shambler block the corridor they have chosen to flee down. Once outside, the PCs are safe from the Abominations, as they are reluctant to brave the radiation.

THE GUARDIAN SHIP IS DESTROYED: If the Guardian ship is destroyed it implodes, bringing down the mountainside and destroying the dam. Anyone (or anything) on the plain by the dam and Hoppipolla lake will have three Rounds to escape before being swept away. If the *UNCSS Solovetsky Island* has landed here a **PILOT** roll is needed to avoid the water, which does three points of damage every Round the ship does not escape. Those driving a vehicle must race away from the water, making a **PILOT** roll each Round to keep ahead—a failed roll and the vehicle is caught, and all aboard take an eight Base Dice attack, Damage 1, for each of the next three Rounds as they are swept up. If the **PILOT** roll achieves three they have swerved into a safe spot, and the flood passes them by. Any characters on foot will be swept away to their deaths.

If the PCs destroy the Guardian ship, by blowing up or overloading the power conduits in the Power chamber aboard the ship, the threat is destroyed, but if not, the Perfected will eventually claim Pelican Colony for themselves.

EPILOGUE

There is little to recommend Pelican Colony for future re-colonization, although some overzealous corporate executive might sponsor a covert mission to acquire any remains of the Engineer vessel. They may find more than they bargained for, and return as an Abomination to the fleet. ■

METAPUZZLE CLUE #6—TRANSLATION OF THE ENGINEER HIEROGLYPH IN THE GUARDIAN SHIP

"WE MUST NOT MOURN THAT WHICH WE HAVE LOST—LOOK UPON OUR WORKS MY FRIEND AND REJOICE—"

"THE SOLACE OF OUR ACHIEVEMENT IS LOST UPON US—FOR WE HAVE CREATED IN SUCH ABUNDANCE—IN THE IMAGE OF OURSELVES—IN THE IMAGE OF OUR ANGELS—IN THE QUEST FOR PERFECTION—BUT NOT FROM THESE MULTITUDES DO WE FIND THE JOY OF THAT WHICH WE SEEK TO RE-CREATE—"

"THE PEDESTRIAN—THE DANCER—THE PERFECT—ALL OUR SCION AND YET ALL OUR ADVERSITY—REVELRY IN THE WONDERS OF OUR TRIUMPH SHOULD OVERFLOW YOUR RELIQUARY—"

"BUT HOW CAN IT—FOR THE UNGRATEFUL CHILD TURNS ON US—FORCES US TO RELINQUISH THIS PLACE—AS THEY HUNGER FOR THE PERFECT WORLD—TO RE-CRAFT ALL WORLDS AS PERFECT WORLDS—TO USE OUR LYCHGATE TO SPREAD THEIR CONTAGION—"

"YET WHILE OUR PROGENY AND WE REVERE THIS ANGEL OF OUR EFFORTS—WE MUST BEAR THE REGRET OF OUR UNGRATEFUL CHILD—AND BEAR THE BLAME FOR UNLEASHING IT—AND RETREAT INTO THE DARKNESS GLADLY—FOR THE REAL DESTROYER OF OUR HEARTS REMAINS LOCKED IN THE LORE OF YESTERYEAR—"

7. IN THE SHADOW OF PERFECTION

"The gem cannot be polished without friction, nor man Perfected without trials."

—CHINESE PROVERB

This is the finale of *The Lost Worlds* campaign. Having learned what they think is the truth, the PCs must rush to the Lychgate to prevent the Perfected from using it. They will battle to its heart before they understand it is all a ruse, that the Perfected's real prize is the *UNCSS Ìyánlá* and all it carries. Avoiding the Xenomorphs that now infest the Lychgate, the PCs must join the battle for *Ìyánlá*, a battle complicated by the UPP's treachery and own attempt to take control of the Great Mother Mission. How the PCs resolve this conflict is up to them, but the fate of humanity is in their hands.

WHAT IS GOING ON?

By now, the PCs will have learned what they think is the truth—the Perfected are planning to use the Engineer Lychgate, in orbit around the super gas giant Ojo in the KOI-1938 system, to instantly travel the 100 light years between the Far Spinward Colonies and the Middle Heavens. Their infection will spread, and humanity will face its doom.

However, unknown to the PCs, the Perfected cannot operate the Lychgate, and instead have made another plan—to leak knowledge of the Lychgate to the Great Mother Mission, knowing that in their avarice, the humans won't be able to resist seizing it for themselves. In so doing, they will bring ships, perhaps even the great colony ship *UNCSS Ìyánlá*, to within the Perfected's grasp. The Perfected will take these ships, and in triumph journey to the Middle Heavens.

All they need to do is wait upon the Lychgate, with their ships hiding in the near vicinity, holding their fire until the right moment to spring the trap. Those humans who venture on to the Engineer structure will serve a useful function nonetheless, as the Lychgate itself now has another purpose—the Perfected have established four hives of XX121 Xenomorphs aboard, each with a growing Queen vying for the favor of the one to rule them all, the Empress.

Gaius aboard the *Ìyánlá* is made aware of the Lychgate, either by the PCs contacting him and briefing him themselves, or the *Solovetsky Island's* DA/UT/UR computer will have sent the information to him via *Ìyánlá's* MU/TH/UR. The fleet sets sail for the KOI-1938 system.

As the *Ìyánlá* drops from FTL and heads for the orbit of Ojo, the UPP launches its coup to take control of the Great Mother Mission. They resuscitate their covert soldiers from hypersleep and ready themselves to take over. But not all the UPP are focused on this treachery. Unknown to the PCs, a UPP Cosmos Exploration Corps scout ship under Lt Col Sensakovic has already arrived at the Lychgate—she knows the threat the Perfected represent and is already aboard the Lychgate with the same mission as the PCs.

THE THREE PARTS OF THE FINALE

PART I: The PCs arrive in the orbit of Ojo and find the Lychgate. They should explore the Lychgate in an attempt to prevent the Perfected from using it as a portal, eventually confronting the Perfected and Mother Ma'Kayla in the Lychgate's Core. They will learn the terrible truth behind the truth, that this is all a honey pot, a trap to bring *Ìyánlá* within the Perfected's grasp, and that the battle for *Ìyánlá* is about to begin.

PART II: The PCs must escape the Lychgate and the Xenomorphs. They may be captured and readied as hosts but will have the chance to escape.

PART III: The battle for *Ìyánlá*. Multiple factions are trying to gain control of the ship and its vast resources—the UPP have decided to take control, the Perfected and the Children of the Two Divines are trying to seize it, and the rest of the Mission's crew are trying to resist both of them. It's up to the PCs which, if any, of these factions they want to support or oppose, and they should return to the vessel to see out the fight, one way or another.

WHAT'S THE STORY, MOTHER?

You set sail for the KOI-1938 system in search of the Lychgate, with the *Ìyánlá* and the fleet just hours behind you in support. You find the gas giant, Ojo, a planet that makes Jupiter look like a pebble in comparison. And there before you, orbiting this wonder of nature, lies another wonder—the Lychgate.

You had thought *Ìyánlá* was impressive, but this structure is truly awe-inspiring. Not quite circular, kilometers across, with an immense outer ring connected to a central hub by 16 spiraling booms, interlaced with smaller girders that twist and writhe between the spokes. The outer ring has four great transepts, huge hangers hundreds of meters across and open to space, easily big enough to swallow your ship and still have space for more. The central hub, a massive flattened sphere seemingly fashioned by the hands of the gods themselves, is itself over one thousand meters across and three hundred meters thick.

Your ship sensors show faint traces of power running throughout the majestic structure. Spikes of intensity and temperature increase as you scan towards the central core, the beating heart of the gate. The thermal signature blooms mightily at the very center of the leviathan construction.

The Lychgate spins in breathtakingly elegant laziness, a timeless behemoth that neither fears nor remembers the passing of the eons. It turns, bathed in the radiant glow from the yellow super gas giant, and waits.

KICKING OFF THE ACTION

The action kicks off in space near the Lychgate. The PCs can see two *Heliades*-class ships, the Perfected with their devotee minions from the Children of the Two Divines, maneuvering into position, easing themselves into two of the four Transepts, preparing to dock and board the Lychgate. They have an hour's head start (10 Turns).

Piloting *Solovetsky Island* into a Transept and parking it close to the Airlock Spheres requires a **PILOTING** roll with a –1 modification. A failed roll means they have scraped the ship or struggled with the Lychgate's rotation—they successfully complete the maneuver, but the ship takes D3 damage.

"If you don't stop it there won't be a home to go back to. It's carrying death and heading for Earth."

—DR ELIZABETH SHAW

THE LYCHGATE'S ENVIRONMENT

With the exception of the Outer Ring, which is open to the vacuum of space, the Lychgate is pressurized and has a breathable, if humid, atmosphere. Residual power flows and creates a low blue glow throughout, that seems to emanate from everywhere but nowhere at the same time. The solid core is intensely dense, and has an exotic gravitational effect, while the entire structure is spinning on its axis. This means that the gravity felt in the center, on the surface of the core itself, is much stronger than that felt at the outer surface. While the gravitational effect is obviously gradual, in game terms the Core is 1.5G, the Antechamber Tunnels are 1G, the Booms and Ambulatories are 0.5G, and it's zero G in the Outer Ring. The PCs will suffer from gravity dyspraxia (page 91) as they travel through the different zones.

THE FINALE'S GUEST STARS

Many of the NPCs from the campaign may feature in this expedition, assuming they survive to this point in the story. You can incorporate them in the scenario as you see fit—some are aboard the Lychgate, others on the *Ìyánlá*, and the rest can appear when you need them to. The key ones are:

THE PERFECTED (PAGE 126): There are many Perfected in this expedition, but if any of the Perfected from the expeditions Against a Sea Of Troubles and Let Sleeping Gods Lie survive, they will be aboard the Lychgate or leading the Perfected's attack on the *Ìyánlá*.

MOTHER MA'KAYLA (PAGE 144): She is with the Perfected on board the Lychgate, and will confront the PCs when they reach the Lychgate's Core.

GENERAL NURLAN OZOLINSKI (PAGE 150): He is leading the UPP's attempts to take control of *UNCSS Ìyánlá*. He is a reasonable man, and if the PCs can convince him of the threat posed by the Perfected and their minions, he will order his troops to fight them, instead of taking over the ship.

ALECTO THROOP (PAGE 170): She and her rescue ships are not combat troops, but she wants to help in the fight against the UPP takeover and the Perfected. She will use her ships to transport the PCs, or to rescue them from a tight spot, should they need it.

J.V. GORHAM (PAGE 145): The purpose of her life, and that of her ancestors, has been to oppose the Perfected. She and the Gorham's Marauders may arrive to join the final battle against the Perfected, with four ships and 50 fighters.

WARLORD ZHĀNGJIÉ AND/OR BRIGADIER WŎ (PAGE 145 AND 223): While the Cooperative is a self-interested society that thinks it can defend itself, the PCs can try to persuade Zhāngjié and/or Wŏ that helping against the Perfected is in their best interests. The Cooperative may arrive to help, with two ships and 50 soldiers, but may turn traitor and side with the UPP, depending on their relationship with the PCs.

LIEUTENANT COLONEL VICTOR DRUBOV (PAGE 231): If Drubov survived he and his men are recalled to *UNCSS Ìyánlá* to support the UPP takeover. However, depending on his relationship with the PCs he may support them in their moment of need.

THE LYCHGATE

The Lychgate is unmistakably an enormous Engineer relic, its seemingly symmetrical structure twisted with bulges, curves and swirls that give its biomechanical design an almost organic feel. Seeing it for the first time brings +1 **STRESS LEVEL**.

THE OUTER RING

This entire ring is hollow and open to the vacuum of space—a huge Engineer ship hangar bay. While the height of this ring varies between 500 and 150 meters it is uniformly 800 meters wide. The interior walls are curved and shaped to allow Juggernauts and other vessels of unknown design to dock, hugging themselves snugly into the shaped docking spaces made for them. On the outer hull there are similar slots where a Guardian ship could attach, although the Lychgate hasn't played host to an Engineer vessel in millennia.

TRANSEPTS: Huge openings that allow ships to maneuver into the interior of the Outer Ring. Two of them house Perfected *Heliades*-class ships.

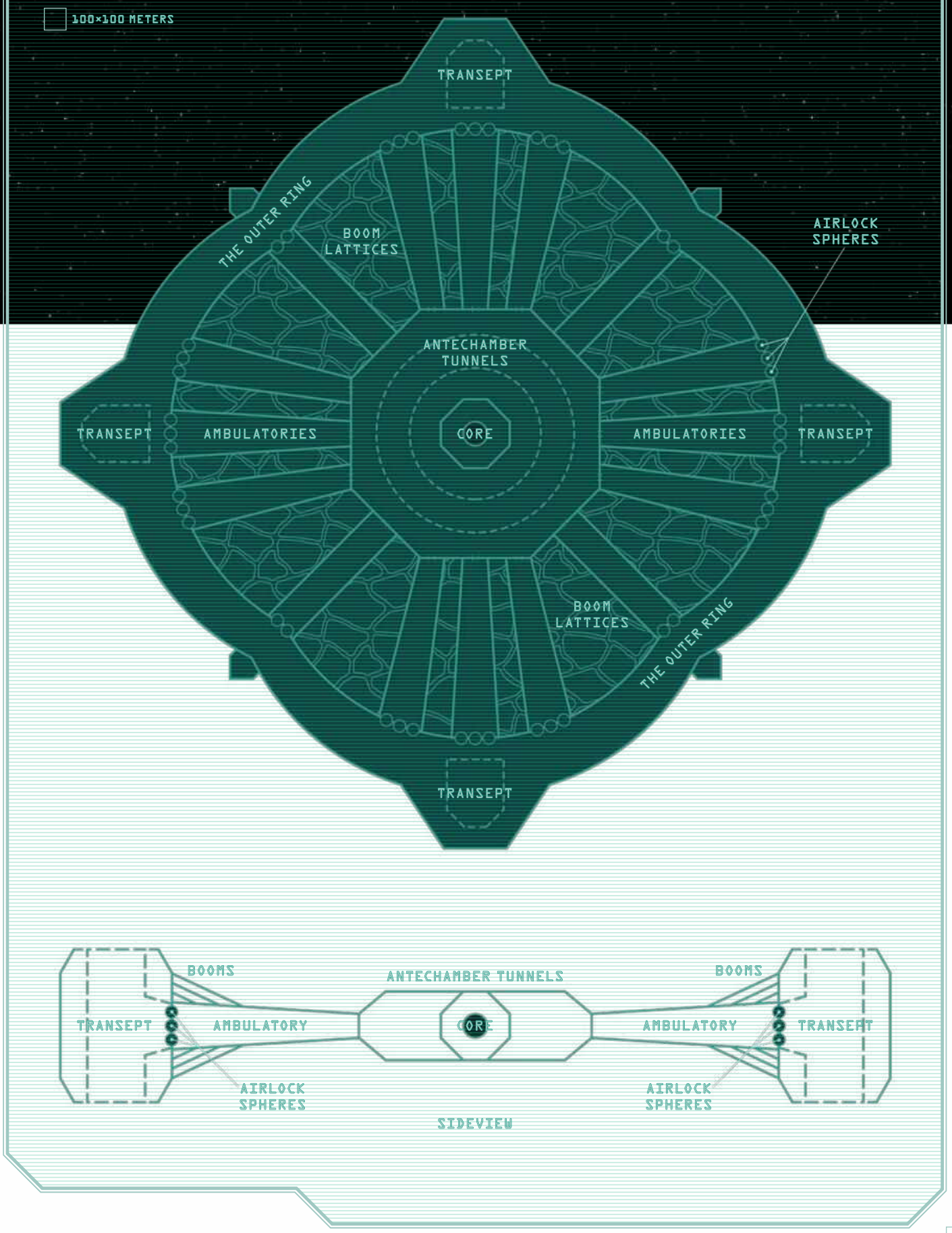
AIRLOCK SPHERES: Where each Ambulatory connects with the Outer Ring there are six airlock spheres, each 50 meters across and fashioned in organic shapes and lines. Each airlock has a 10-meter circular opening on one side, the entrance and exit aperture, that allows access to the interior of the sphere, but cannot be docked with—the PCs must spacewalk to gain access to the airlock. Inside it's full of outcrops and girders—ribbed platforms to stand or hold on to. Once someone enters the sphere, the ancient automated mechanisms take over, swiveling the entire sphere 180 degrees. The aperture swings round and slowly reveals the view on the other side. When the aperture turns from the vacuum of the Outer Ring to the atmosphere of the Ambulatory, the sphere is suddenly flooded by a rush of air. When turning from atmosphere to vacuum, the air in the sphere explosively decompresses—unless the PCs have prepared for this (by taking hold of the platforms or attaching a cable to secure themselves), they must make a **MOBILITY** test or be whooshed into the zero-G vacuum of the Outer Ring.

THE BOOM SPOKES

AMBULATORIES: Accessed from the Outer Ring through the Airlock Spheres, the Ambulatories are huge twisted, spiraling tunnels, 100 meters wide. The spirals make multiple pathways that twist around the edges, allowing the PCs to make their way down the tunnel. At the base of the tunnel, the PCs see ten hatches set in the floor, five meters wide and made of the same organically shaped substance of the airlock spheres. Several are open, either fully or just enough for a human to squeeze through. The Ambulatory has a cathedral-like feel—sounds echo, the air swirls with dust, and the glowing blue haze makes light beams dance in the shadows.

BOOM LATTICES: What look like structural girders from the outside, are actually two-meter-wide tunnels that create a warren of paths between the Ambulatories. Each Ambulatory has dozens of openings to these twisting, dark and cold pipes. A source of light is needed to navigate them, and once inside, the PCs need to make an **OBSERVATION** roll to avoid getting lost within the maze. They can make this roll once per Turn but gain +1 **STRESS LEVEL** on the first failed roll, and must make a Panic Roll if they fail a second time. They gain a +1 modification if they use a Pups to aid them (page 93).

THE LYCHGATE



THE ANTECHAMBER TUNNELS

Entering this space from an Ambulatory the PCs see a bewildering maze of multiple tunnels crisscrossing each other, all heading down.

As the PCs negotiate these tunnels they will come across a number of random chambers—rolled on the adjacent table—before they eventually either reach an iris-valve hatch in the floor that opens, leading to the Lychgate Core (if they are heading downwards), or the hatches to the Ambulatory (if they are trying to leave):

D6	CHAMBER TABLE
1	A cryosleep room with D66 beds lined up vertically around the walls, all empty.
2	A wide chamber with an obsidian plinth in the middle, watched over by four carved heads.
3	If the PCs are exploring the Lychgate, this is an empty chamber. If they are fleeing the Xenomorphs after the confrontation at the Core, it is a Xenomorph hive chamber with D6 Facehuggers, D6 Ovomorphs, and D6 hosts. If the PCs linger a Drone will appear, at your discretion.
4	A room with small pools of crystal-clear water, and drapes hanging throughout. The PCs have to push through them to progress.
5	The centerpiece of the chamber is a three-meter-wide shaft, dripping water and full of dusty mist. Roll D6. On 1–3, it's on the ceiling and goes upwards, on 4–6, it's on the floor and goes down.
6	A shrine of some sort with images and glyphs lining the walls, but too eroded to make any sense of.

THE LYCHGATE CORE

The core chamber is a 300-meter-wide sphere, with dozens of iris-valve hatches scattered around the ceiling. There are no obvious controls, but they open when touched. In the center of the chamber is the Core, a huge sphere that forms a surface, 100 meters below the ceiling and its hatches. The space in between is crisscrossed by an intricate scaffold of twisted girders, pipes and small platforms.

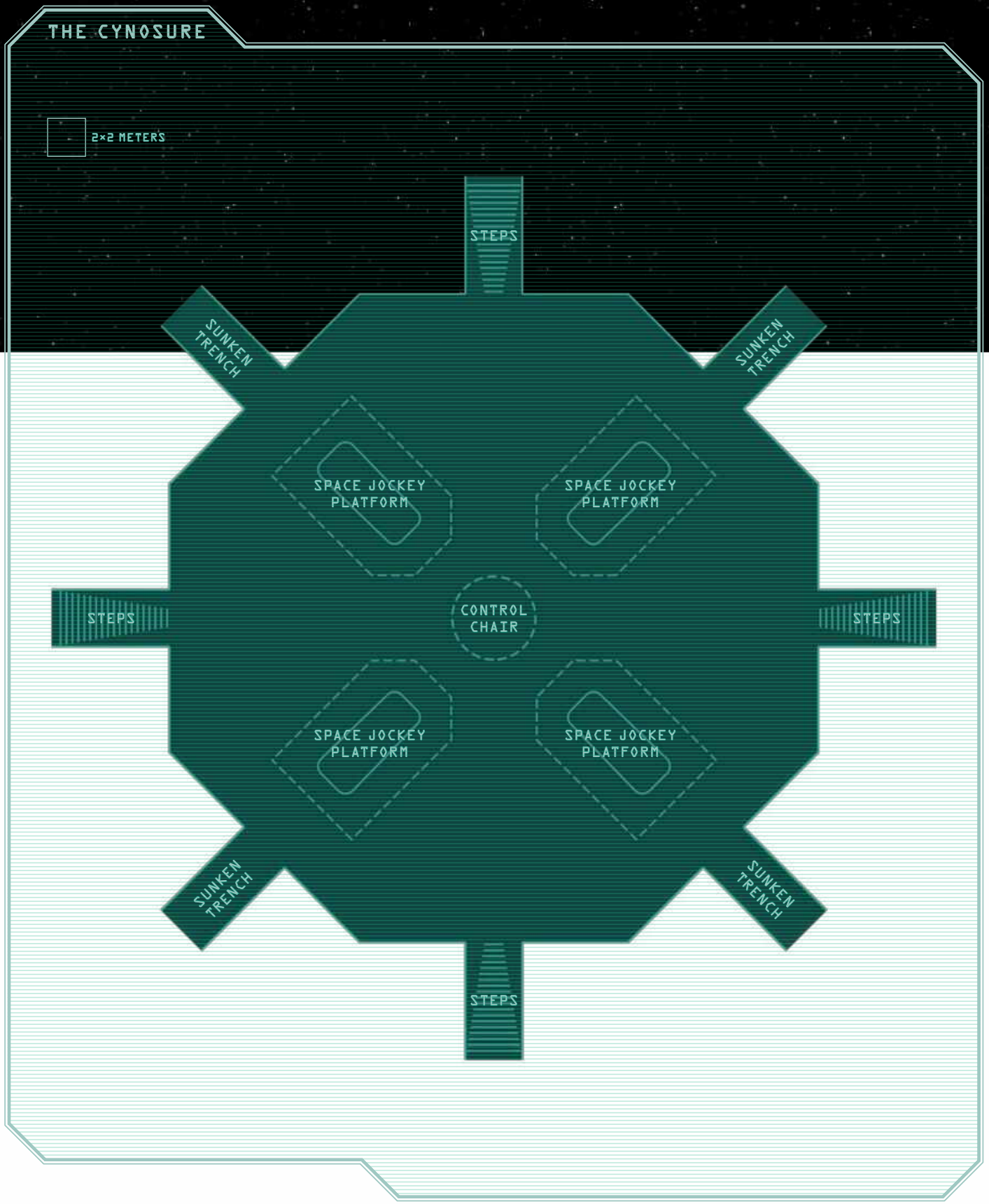
SCAFFOLD: Built for humanoids bigger than humans, the scaffold forms a set of stairs and walkways for the Engineers to reach the surface from the hatches. For the PCs, it requires a **MOBILITY** roll to clamber up or down. A failed roll means they slip and crash into a nearby girder, taking one point of damage (armor applies).

SURFACE AND SUNKEN TRENCHES: Standing on the surface of the Core, underneath the spider's web of scaffolding, under 1.5G of gravity, is an intensely weird experience. Being only 200 meters across the ground of the core appears to fall away from the PCs on all sides. Gain +1 **STRESS LEVEL**. The surface is crisscrossed by narrow trenches, all linked and converging on a hexagonal cynosure, the center of the Lychgate.

CYNOSURE: Sunken into the surface, the Cynosure is the Lychgate's control center. A central chair, high-backed and looming, and surrounded by musical controls, sits between four space jockey platforms, each facing the chair. The PCs will not be able to activate any of the musical controls even if they sit in the chair. But if one should climb into a space jockey seat, the suit will automatically start to close over them. Unless they immediately make a successful **MOBILITY** roll they are trapped inside, the suit giving them Armor Rating 12. Roll a Stress Die at the start of every Round thereafter—on the machine recognizes the occupant is not an Engineer and re-opens the suit.

One Perfected, Mother Ma'Kayla and six devotees are here, calmly waiting for the PCs. See the sidebar The Fight for the Cynosure.

THE CYNOSURE



THE FIGHT FOR THE CYNOSURE

When the PCs arrive at the Cynosure, they find a calm scene: a Perfected (one they have already met, if they survived), Mother Ma'Kayla and six devotees are waiting for them. They won't start any hostilities, knowing full well that the Xenomorphs are gathering in the scaffold and looking for hosts, but will defend themselves if attacked.

The PCs are swamped with telepathic images of welcome, of a joyful reunion, of hope, shrouded within a cloak of an iron willpower and utter ruthlessness. Mother Ma'Kayla will then greet them in a non-aggressive way, and say the following:

- She openly admits she cannot make the machine work but says *"feel free to try it for yourselves."*
- She will tell them that the Perfected have been here for months, and have always known they couldn't operate it, *"but making it work wasn't the point—bringing you and your ships here was..."*
- She will try to convince them to join the Perfected: *"Why bother fighting us, when you can join us and reap the joys of perfection?"*
- If the PCs refuse her offer, she will seem genuinely disappointed, but will shrug her shoulders: *"It matters little, by now our people will be on their way to capture your Ìyánlá and we will soon be on our way to the Middle Heavens."*

During this scene—or as the fight unfolds, if the PCs choose to attack—the Xenomorphs' presence in the scaffolding becomes more obvious. The PCs can make an opposed **OBSERVATION** roll to hear or spot movement in the scaffold, before two Xenomorphs sweep down and take two of her devotees. Two Scouts and two Drones now close in on the PCs, intent on capturing them (use the Xenomorph Capture Attacks below). Draw initiative.

THE XENOMORPHS AND THE HIVES

The XX121 Xenomorphs aboard the Lychgate behave a little differently from those in the core rulebook. Four hives are being cultivated, under the overall control of an Empress, and there is competition between the hives. These Xenomorphs are in "capture mode" with the gathering of live hosts for the hives their primary instinct. This overrides individual self-preservation, the scouts and drones are driven to capture hosts even if they are attacked themselves.

XENOMORPH CAPTURE ATTACKS

D6	ATTACK
1	**HERDING:** The Xenomorph spreads its limbs, bares its teeth and shepherds the victim. The victim must win an opposed **MOBILITY** roll against ten Base Dice or be forced to move wherever the Xenomorph wants—near a Facehugger, into the arms of another Drone or Scout, or somewhere else where capturing the PC is made easier. Make an immediate Panic Roll.
2	**NO ESCAPE:** The Xenomorph pauses and hisses at its victim, before scampering away to an adjacent zone. But the Xenomorph is only biding its time—when it acts on the next Round, it has been joined by another of the same type, and they both attack the original target.
3	**BRING THEM DOWN:** The Xenomorph sweeps with arms, legs and tail, lashing out to bring the victim to the ground. It attacks with ten Base Dice against the target's **CLOSE COMBAT**. If successful, the target is battered to the ground, drops any handheld items, suffers one point of damage and must make an immediate Panic Roll.
4	**FACE GRAB:** The Xenomorph grasps the victim's face, an opposed grappling attack with eight Base Dice. If the Xenomorph succeeds, it does no damage, but the victim is grappled, blinded, and must make an immediate Panic Roll. If the victim does not break the grapple, the Xenomorph's next attack is automatically #6.
5	**CAPTURE FOR THE HIVE:** The Xenomorph attacks with its venom-spiked tail, with ten Base Dice, Damage 1. If the attack causes any damage, the Xenomorph pulls its punch so only one point of damage is inflicted, and the paralyzing venom takes effect. The victim must make a **STAMINA** roll—the number of ✠ rolled is the number of Rounds they can stay up, then they fall unconscious for D6 Turns. The paralysis can be removed with a shot of adrenaline (a **MEDICAL AID** roll with a medkit).
6	**STUN THE HOST:** The Xenomorph attacks the victim with nine Base Dice, Damage 1, its inner jaw flashing out. But it's not trying to kill. If the attack does any damage, the victim is immediately Broken and knocked unconscious by the blow. They do not suffer any critical effect even though they are Broken, but are unconscious for D6 Turns.

CAPTURED BY THE HIVE

As the confrontation at the Cynosure progresses, the PCs may manage to escape from the Xenomorphs and rush to return to their ship, to protect *Ìyánlá* from the Perfected's trap. However, if they fail to escape the Xenomorphs, they may think they are doomed, but they are not. See the adjacent sidebar Maybe It Was Better Being Dead.

Roll on the chamber table (page 266) to see in which type of room they awaken. But this chamber is a Hive and they are stuck to the walls, hosts for Facehuggers. There are five unopened Ovomorphs, many opened ones, and dead Facehuggers lying all around. The walls are adorned with people, some long dead, some being facehugged, some just unconscious (D6 of each). This includes Lt Colonel Sensakovic and two of her men similarly trapped. On the floor near them are three AK-4047s and a bandolier with three reloads.

The PCs awaken with Health equal to their maximum minus one point, all the Stress they had before capture, but they have lost any items they were carrying. Trying to break free of the bonds takes a **STAMINA** roll with a −3 modification. One attempt can be made each Round, but every attempt makes noise. Roll a Stress Die—on they disturb a Facehugger looking for a host. If they make a lot of noise (using the AK-4047, for example) a Drone will be alerted and arrive in D6 Rounds.

LIEUTENANT COLONEL SONIA SENSAKOVIC

UPP COSMOS EXPLORATION CORPS

Courageous, pragmatic, and reasonable, Sensakovic commands one of the four UPP scout ships that secretly came to the Far Spinward Colonies before the Great Mother Mission. She is learning something about the horrors in this sector of space. She supports the UPP's desire to ensure the Great Mother Mission is a success for the people of the UPP but has misgivings about the military approach. She has seen the Perfected firsthand and knows the threat they present. She has come to stop the Perfected using the Lychgate to reach the Middle Heavens. If the PCs convince her they have a common goal she is pragmatic enough to join forces.

If the PCs save her and help her escape the Lychgate, she will be an ally in trying to convince General Ozolinski to stop the coup and fight the Perfected, although she knows she has been facehugged.

STRENGTH 4, AGILITY 5, WITS 3, EMPATHY 3

HEALTH: 6

SKILLS: Close Combat 3, Ranged Combat 2, Stamina 1, Observation 2, Command 3, Mobility 2

TALENT: Tough, Banter

GEAR: UPP 6B90 Armor (Armor Rating 6), AK-4047, MP-4043 Grach pistol, combat knife

NOTE: Sensakovic's Chestburster (page 305 of the core rulebook) will erupt at a moment best suited to raise the tension. However, if the PCs are especially kind to her and win her trust, she will tell them she is doomed. The PCs can then choose to help save her, by getting her to *Ìyánlá's* medical center.

MAYBE IT WAS BETTER BEING DEAD

Read the following to your players:

"Your last thought had been one of death, a blessed and painless release. Your life flashed before your eyes in that final moment. But now, you sluggishly come round, and almost wish you hadn't—your worst nightmare forms before you.

This chamber is a picture of hell. Gelatinous secretions cover the walls, floor and ceiling, slime drips, steam rises, and you are hanging from the wall, stuck fast. Before you there are many, many eggs. Most are open and empty. A lot of the spindly, long-legged creatures lie dead, curled upon themselves. One lies on the floor immediately between all of you..."

It's up to you to decide if any, none, or all the PCs have been facehugged at this point, but this scene is intended to get the players worried. If the PCs think they are carrying a Chestburster, their only hope is the medbay on the *UNCSS Ìyánlá*.

UNCSS ÌYÁNLÁ

Use the ship stats and the vessel layout diagram for the *UNCSS Ìyánlá* (page 146) during the battle.

COMMAND MODULE: Houses the Bridge (which includes control of *Ìyánlá's* complement of nuclear weapons), Communications Center and the UN Mission Administration offices.

TRANSIT MODULE: The primary module for personnel access to and from *Ìyánlá*. It contains airlock access from the SEV docking ring, hangar bays and tactical operations centers, for coordinating off-ship operations, and the security ops room, with armory. This only contains some small arms weapons (pistols and rifles) at your discretion.

CRYOSLEEP MODULES A–D: Each module contains 2,500 sleeping colonists.

ENGINEERING: Maintenance and control of ship systems are managed from here (with the exception of drive control) as well as bulk hangers for on and off-loading cargo. *UNCSS Ìyánlá's* security CCTV and environment systems can be controlled from the Engineering Control room at the aft of this module, including atmosphere and power. This module also serves as bulk storage for everything the mission needs, from food and water, rescue supplies and spare parts, to mining equipment, explosive charges, Powerloaders and anything else an enterprising PC might think of (at your discretion).

The PCs could influence the outcome of the battle by occupying the Engineering Control room and remotely tampering with *Ìyánlá's* systems using **COMTECH**—see the sidebar Running Interference.

THE THREE SPINES: Three structural corridors that run the length of the ship, one central spine for bulk equipment, and starboard and port spines for crew. Each has a travelator both fore and aft directions, and safety bulkheads every 50 meters.

DRIVE MODULE: Everything needed to propel the ship. The reactor complex is a suite of five rooms that surround and support the ship's reactors. Emergency self-destruct controls are located here, but can only be authorized by *UNCSS Ìyánlá's* senior flight officer and Governor Abantu.

Without their authorization codes the system can be hacked, but it is hard, requiring a **COMTECH** roll with a −3 modification, and a Turn of work, during which tamper alarms will sound throughout the ship. After that, the ship will self-destruct two Turns later.

The Drive Module also houses the compressed fuel store. An explosive charge placed against a critical spot (requiring a **HEAVY MACHINERY** roll to identify) will breach the tanks and set off a chain reaction that will cause a welter of explosions to destroy the ship in 3D6 Rounds. The same effect can be gained by piloting an SEV into the Drive Module at the right place, requiring a **HEAVY MACHINERY** roll to locate the weak spot in the module's structure, and a **PILOTING** roll to hit it.

RUNNING INTERFERENCE

If the PCs occupy the Engineering Control room, they can use the systems there to affect the *Iyánlá's* environment. Using COMTECH, the PCs can access the CCTV system to find friends and enemies aboard the ship, or survey the situation in critical locations, such as the bridge or drive rooms. They can track the movement of enemy forces and feed information to friendly troops. COMTECH will enable them to open and close bulkheads and airlocks, depressurize areas, and hold the enemy to ransom. The opportunities are only limited by the PCs' imaginations, and your discretion. Once the PCs start doing this, they are likely to draw unwanted attention from their enemies, who will attack engineering to put a stop to them.

EVENTS

SOUNDS IN THE DARK: While aboard the Lychgate the PCs hear hissing from the darkness, and a bank of steamy fog rolls towards them from a nearby tunnel. With a successful **OBSERVATION** roll, they can hear what sounds like scraping footfalls from within the mist—and gain +1 **STRESS LEVEL**—and their visibility is immediately reduced to **SHORT** range for one Turn. At your discretion the steam can hide a Facehugger on the prowl (page 302 of the core rulebook).

THE DEAD UPP: As the PCs explore the Lychgate, they stumble across the dead body of a soldier in UPP 6B90 armor, his chest such a mangled mess it's impossible to tell exactly what killed him. If the PCs search the body they find a name tag, Sergeant Maksim Yurelko, an MP-4043 pistol with 2 reloads, and a combat knife. Sgt Yurelko was one of UPP Lt Colonel Sensakovic's missing soldiers.

SNAKESKIN: As the PCs explore the Lychgate and get closer to the Core they find sticky piles of what look like sloughed-off snake skin. They vary in size, but some are almost the size of a human. This may bring +1 **STRESS LEVEL** to all seeing it, at your discretion.

THE ENEMY OF MY ENEMY: While exploring the Lychgate, the PCs stumble across Lt Colonel Sensakovic, one UPP soldier and her AA83 Davydovich combat android (page 171). She has lost contact with the rest of her team, although one has remained on her scout ship docked in the Outer Ring. She is wary but may divulge that she is there to stop the Lychgate being used and can be persuaded to join forces.

OH NO YOU DON'T: Once the PCs learn of the Perfected's plan and are attempting to flee the Lychgate, Xenomorphs set off to recapture them. Two Drones are scurrying along tunnels to get ahead. Enter stealth mode. Feel free to adjust the number of Xenomorphs where that will help build the tension of the chase, and to use the original Signature Attack tables (page 309 of the core rulebook).

THIS ONE IS MINE: When a PC is about to be killed or captured by a Xenomorph, another Xenomorph attacks, but it doesn't attack the PC. The two beasts, from competing hives, square off against one another in a display of intimidating ferocity intended to make the weaker creature back down. The PC gains +1 **STRESS LEVEL**, but it's their chance to run like hell.

THE CHILDREN FIND YOU: While trying to leave the Lychgate and escape being captured as Xenomorph hosts, the PCs run into a group of three devotees who will block their escape. They will say the PCs are honored to have been chosen by the Destroying Angels and shouldn't insult them by resisting. They will fight to restrain the PCs and return them to the Xenomorphs. At your discretion, a Xenomorph may appear, but take a devotee first!

IT'S WEIRD AND PISSED OFF: While escaping from the Lychgate the PCs take a turn and run into a big, hot and humid chamber—definitely a hive. In the center is the Empress Xenomorph, blocking the PCs' path. +1 **STRESS LEVEL** and immediate Panic Rolls for all who see this. She will make a **PSYCHIC LOVE** attack every Round against a random PC (Empress Signature Attack #2, page 138), until this fails, in which case she will **MIND MELT** (Attack #6) the PC who resisted. Probably time for the PCs to run like hell the other way.

HAVOC ABOARD ÌYÁNLÁ: Xenomorph Drones have been released on *UNCSS Ìyánlá* by the Perfected. The PCs hear the effects of their violence over the radio and come face to face with a Xenomorph of your choice at a critical moment in the action.

PRAY FOR THE CAVALRY: If the battle for *Ìyánlá* needs spicing up, or the PCs need some extra help, or they have arranged for help, the cavalry finally arrives. It might be Gorham's Marauders, or the Cooperative, throwing their troops into the fight, or UPP Colonels Drubov or Sensakovic turn up at the right moment. Remember you have these tools to help direct the battle into the most tense and exciting finale you can.

THE BATTLE FOR ÌYÁNLÁ

The battle for *Ìyánlá* can play out in many different ways, depending on the actions of the PCs and what you feel builds the greatest tension for this finale. Options include:

- **The Perfected get the upper hand and look like they will attain victory, and possession of the *Ìyánlá*, quickly. This could be indicated by UPP forces falling back from key positions, the destruction of a friendly ship, or Governor Abantu giving the order to abandon ship.**
- **The UPP gets the upper hand, indicated by the destruction of a Perfected ship, the capture of key locations such as the Bridge or Drive Module, or Governor Abantu orders the surrender to the UPP, to save lives.**
- **The battle is a close run thing, with no one getting the upper hand as soldiers fight, the ship gets increasingly damaged, and people die.**

THE FINALE

The epic finale of *The Lost Worlds* campaign plays out on and around the home of the Great Mother Mission itself, the *UNCSS Ìyánlá*. In space there will be numerous small ships from *Ìyánlá*, including the *UNCSS Umsindisi* and *UNCSS Chimata-no-kami*. There are four *Heliades*-class vessels from the Children of the Two Divines, docked or trying to dock with *Ìyánlá*, boarding their attackers to take the ship.

COMMS CHATTER: The radio waves are full of comms chatter as a result of the fighting—the PCs can learn what is happening by hacking into these comms with a successful **COMTECH** roll from aboard the *Solovetsky Island*, or a suitable console aboard the *Ìyánlá*, or using a Seegson P-DAT (page 132 of the core rulebook). You can add whatever information you feel the PCs need to make this final battle as exciting as possible.

THREE WORLD EMPIRE: Colonel David Buston and Lynna Young-Hee put aside their differences and join the UNISC security forces fighting the UPP's attempted coup.

UNITED AMERICAS: Valentina Berezi and the UA contingent aboard the *Ìyánlá* are glad the gloves are off and it's not the UA's fault—they resist the UPP with everything they have.

WEYLAND-YUTANI: Kamal Vartouhi, in best Weyland-Yutani style, secretly negotiates with General Ozolinski to make sure the company comes out of this shit-show smelling of roses, however the battle turns out. Gaius, however, remains neutral and keeps the Great Mother Mission's best interests at heart.

THE OTHER CORPORATE INTERESTS: Hyperdyne, Omni-Tech Resources and Kelland Mining realize they are in over their heads and want nothing to do with the fighting. They all work to swipe whatever valuable discoveries are in the *Ìyánlá's* science labs and quarantine bays and get off the ship.

DEFENDING THE ÌYÁNLÁ

The battle for the ship will play out in many locations. The table below explains what the UPP forces, and the Perfected and their devotees, are trying to achieve at the point the PCs enter the action. You as GM will need to decide, and narrate, the action in some areas to further the excitement of this final confrontation. This should be driven by the actions of the PCs and the plans they come up with—throw extra challenges in their way or remove a challenge that stands in the way of a great idea. For example, if the PCs want to go to the Reactor Room, they will have little chance against all the enemy forces listed there, so narrate the battle that sees the opposing forces destroy each other and gives the PCs a fighting chance.

HOSTILE FORCES

LOCATION	UPP	PERFECTED AND CHILDREN OF THE TWO DIVINES
Bridge	Two squads attacking ten loyal UNISC Peacekeepers	Not reached here yet, but they want to take the Bridge as a priority
UN Administration	Occupied by one UPP squad, holding the senior personnel prisoner, including Governor Kholwa Abantu	No interest
Transit Module	One squad fighting the Perfected as they try to board	Three Deacons, a Perfected and 15 devotees trying to board from their ship docked on the docking ring
Cryosleep Modules	No interest	15 recently infected devotees (Stage I Pathogen Carriers) have been sent here to start the process of infecting the sleeping colonists
The Three Spines	One squad trying to control traffic along them, with five captured UNISC Peacekeepers	15 devotees trying to get past or take out the soldiers one at a time
Drive Module and Reactor Complex	One squad has taken control of *Ìyánlá's* Reactor Complex	A Deacon, a Perfected and ten devotees have boarded the Drive Module and are on their way to attack
Fuel Stores	Will secure this once the Reactor Room is under control	None

One squad consists of ten UPP Space Operating Force soldiers.

BATTLE DAMAGE: To reflect the damage the ship is taking from the battle, roll on the Minor Component Damage table (page 198 of the core rulebook) once per Turn after the battle starts. There should be three rolls before the PCs even reach the ship. Narrate these results into the ongoing story of the battle for the *Ìyánlá*.

DESTROYING THE ÌYÁNLÁ: The PCs may decide the only way to stop the Perfected winning is to destroy the *Ìyánlá*. There are several ways they can achieve this:

- Set the self-destruct sequence using the controls in the Drive Module. This takes one Turn and will destroy the ship two Turns after that.
- Set an explosive charge to destroy the compressed fuel store in the Drive Module. This will destroy the ship in 3D6 Rounds.
- Crash the *Solovetsky Island* into the Drive Module which will destroy the ship in 3D6 Rounds.
- Crash the *Solovetsky Island* into any other ship's module which will cause the ship to break up in 3D6 Turns and be fully destroyed in 3D6 Shifts.
- Take control of the *Ìyánlá's* bridge and either detonate one of the ship's store of nukes, or crash the colony ship into the crushing depths of Ojo.

I CAN'T LET YOU DO THAT: Two Working Joe androids (page 172) will see that the PCs are attempting to self-destruct the *Ìyánlá* or blow up the fuel tanks or intend to crash the *Solovetsky Island* into the colony ship. They approach saying: "This activity is highly dangerous, for your own safety I cannot allow you to continue," and will use non-lethal force to restrain the PCs and stop them completing their task. ■

AFTERMATH

The aftermath depends on the outcome of the Battle of the *Ìyánlá*.

The worst, for humanity's sake, is the Perfected win. They take their contagion on their captured ships and head for the Middle Heavens. The survivors from the Battle of the *Ìyánlá* have a choice. They can flee into the Far Spinward Colonies with whatever strength they can muster, and start life over, but with the Sword of Damocles hanging over their head—waiting for the day when the Perfected, or the Xenomorphs, or the Engineers return to wipe them out. Or they can race home, to call upon the fighting forces of the 3WE, the UPP and the USCMC to put aside their differences, to stand and confront this threat, starting a new story—a new campaign—as humanity fights back.

However, the Battle of the *Ìyánlá* may not be so cut and dried—a victory for humanity but the dregs of the Perfected remain. *Ìyánlá* is infected so severely by the Perfected it cannot be recovered. The survivors rush to evacuate all they can from the great ship, before plunging it into the heart of a nearby sun and finding somewhere to settle. The old and established colonies would surely welcome them, or new colonies just starting up that could use their skills. But the Perfected are still a threat, and there are many stories to be told of hunting them down and incinerating every last scrap of infection.

And the best—the Perfected are annihilated, their ships destroyed and the Children of the Two Divines dead or scattered. There are still worlds to scour clean but without ships the ragged Perfected that remain are impotent. The survivors can look to their future, complete the survey of the Far Spinward Colonies, and set up home, perhaps on a pristine world, untouched by either human or Perfected hands, and start a whole new story of exploration and colonization.

But the Lychgate still remains, enigmatic and with its deadly cargo. Weyland-Yutani won't be letting this go, and neither will the other corporations wanting their cut. The United Nations, under the authority of Governor Abantu, places a quarantine around it, but how secure can that be? But for now, as everyone licks their wounds and collects their wits, it holds. And the Empress and her children, with timeless patience, grow into their new empire, and wait. ■

APPENDIX

BUILDING YOUR OWN BETTER WORLD

In *Building Better Worlds*, the planets the PCs explore and colonize are all unique characters in their own right. Some will be angry worlds, battering you with their high winds and abrasive storms, while others will be placid and nurturing worlds, welcoming you with their sunny uplands and fertile plains. But they all hold secrets to be uncovered.

This appendix gives you all the tools you need to create expanded solar systems and the planets that populate them, to colonize those planets with new settlements full of exciting opportunities, to see those colonies grow and thrive, and become the stage for thrilling adventures in the far frontier.

These rules should be used in conjunction with *The Lost Worlds* campaign, where the PCs will survey, explore and colonize planets during their expeditions. They also allow you to create new solar systems and planets to expand your campaign beyond the expeditions contained in this book and take it wherever you want it to go.

ENHANCED SYSTEMS AND PLANETS

These rules expand upon those in Chapter 12 of the *ALIEN RPG* core rulebook to create a wider range of fully randomizable solar systems and planets that have multiple regions with different terrain and show how resource rich those planets are.

Roll on the following tables to see what kind of planet and star system you find for a colony or select the results you like. Note that some results bring modifications to subsequent rolls. ■

SYSTEM STAR

2D6	RESULT
2–9	Single
10–11	Binary (roll two stars, roll for which one the planet orbits)
12	Trinary (roll three stars, roll for which one the planet orbits)

STAR TYPE

White and blue stars are the hottest, with red the coolest. For reference, Sol is a G Class Main Sequence star, with a radius of 700,000 km and surface temperature of 6,000 °C, and one AU (astronomical unit—the average distance between Earth and Sol) is 150 million km.

2D6	RESULT
2–3	Supergiant—white, yellow or red, radius 0.5 AU+
4	Giant—blue, white, yellow or red, radius up to 0.25 AU
5	Subgiant—blue, white, yellow or red, radius up to 0.1 AU
6–8	G Class Main Sequence—white, yellow or orange, radius up to 1.5 million km
9–11	Red Dwarf—orange or red, radius 100,000–500,000 km
12	White Dwarf—white or blue, radius less than 5,000 km

SOLAR SYSTEM COMPOSITION

D6–1 gas giants (–3 for White Dwarf)
D6–1 terrestrial planets (–2 for Giant, –3 for White Dwarf or Supergiant)
D6 ice planets/gas giant moons (–1 for White Dwarf)
D6–3 Asteroid Belts (+4 if White Dwarf, +2 if no gas giants)

PLANET POSITION

The position within the solar system of the primary planet for survey purposes, and which the following tables will create.

2D6	RESULT
2–3	Inner moon of a gas giant (–4 on the Planet Size, –1 on Climate, +2 on Radiation roll)
4–5	Outer moon of a gas giant (–2 on Planet Size, –2 on Climate, +1 on Radiation roll)
6	1st Planet (+3 on Climate roll, +2 on Radiation roll)
7	2nd Planet (+1 on Climate roll)
8–9	3rd Planet
10–11	4th Planet (–1 on Climate roll, –1 on Radiation roll)
12	5th Planet (–3 on Climate roll, –2 on Radiation roll)

RADIATION

Some planets fall within the radiation field of their host star or a nearby gas giant. Colonizing a heavily irradiated planet may still be worth it, depending on what is to be found there, but it brings many challenges to a colony expedition.

2D6	RESULT
2–9	None
10–11	Weak
12	Strong
13+	Extreme

PLANET SIZE

Planet size is often a good indicator of habitability—the smaller the world the less chance of having an atmosphere worth speaking of.

2D6	RESULT
2	Less than 1,000 km (Atmosphere result is automatically None—gravity 0.2G or less)
3	2,000 km (–4 on Atmosphere Roll—0.3G)
4	4,000 km (–3 on Atmosphere Roll—0.5G)
5–6	7,000 km (–2 on Atmosphere Roll—0.7G)
7–8	10,000 km (1G)
9–10	12,500 km (1G)
11	15,000 km (1.5G)
12	20,000 km (2G)

ATMOSPHERE

For definitions, see page 333 of the core rulebook.

2D6	RESULT
2–3	None (–4 on Climate roll, –4 on Hydrosphere roll)
4–5	Thin (–2 on Climate roll, –2 on Hydrosphere roll)
6–8	Breathable
9	Dense (+1 on Climate roll)
10	Toxic
11	Corrosive (+4 on Climate roll)
12	Special

CLIMATE

A planet's climate reflects the overall temperature and weather you should expect on that planet, but all can have regional pockets of weather that are different from the planet's climate (for example, frozen poles on a hot planet, or regions warmed by volcanism on an icy world).

2D6	RESULT
2–3	Frozen (–50 °C or less)
4–5	Cold (–50 to 0 °C, +1 on Hydrosphere roll)
6–7	Temperate (0 to 30 °C, +1 on Hydrosphere roll)
8–10	Hot (31 to 60 °C, –2 on Hydrosphere roll)
11+	Burning (61 °C or more, –4 on Hydrosphere roll)

HYDROSPHERE

How much of the world is formed of water, or possibly some other liquid, at the GM's discretion.

2D6	RESULT
2–4	Desert (no water)
5–6	Arid (only trace water, underground or permafrost)
7–8	Temperate Dry (oceans cover up to 30%, can be frozen)
9–10	Temperate Wet (oceans cover 60–70%, can be frozen)
11	Wet world (global ocean with some islands, can be frozen)
12+	Water world (no dry land, can be frozen)

GLOBAL FEATURE

Every planet has a long history and a story to tell. These manifest in a global feature that makes the world stand out.

2D6	RESULT
2	Abandoned station or satellites, or extra-terrestrial artifacts
3	Tidally locked
4	Abundant and complex biodiversity
5	Scattered simple lifeforms (e.g. microbes, primitive plants)
6	Dust-laden, permanent sunset sky
7	World-spanning super canyon
8	Multiple small and fast-orbiting moons
9	D3 large moons and/or a ring system
10	Long elliptical orbit, bringing severe seasons
11	Huge moon dominates the sky, bringing huge tides
12	Roll twice

DAY LENGTH

The rotational period of a planet can vary enormously. Either choose or roll based on the kind of planet you want.

2D6	RESULT
2–3	Short day, D6 hours
4–7	Earth-like day, 3D6×2 hours
8–10	Long rotational period, 2D6×2D6 hours
11–12	Extreme rotation period, D666 hours

AXIAL TILT

The axial tilt of a planet makes a big difference to the severity of its seasons. The result is automatically "None" if the planet is Tidally Locked.

2D6	RESULT
2–8	None
9–10	Up to 25°—mild seasons
11	25–50°—severe seasons
12	50–75°—devastating seasonal effects

ORBITAL PERIOD

Decide how long the planet's year will be in days (the closer the planet is to the star, the shorter the orbital period) or roll: D66 in days for planets close to the star; D66×10 for mid-range planets; and D666×10 for distant planets, 3D6 days for a moon of a gas giant.

REGIONAL TERRAIN

No planet worthy of colonization consists of just one feature that covers the entire surface, nor does it have a uniform distribution of natural resources. To reflect this, every planet is divided into seven regions (North Pole, Northern Hemisphere East & West, Equator, Southern Hemisphere East & West and South Pole). Use the following tables to determine the terrain and resource potential for each.

D66	TERRAIN	RESOURCE POTENTIAL MODIFIER
≤13	Extensive deserts	−2
14	Plains of silicon glass	+1
15	Ancient lava plains	+1
16	Cracked land with howling outgassing	±0
21	Ancient earthquake crevasses	+2
22	Mountain ranges with deep valleys	±0
23	Riven with cave systems and sinkholes	+2
24	Mountains cut by sky blue lakes	±0
25	Seismically active, many earthquakes	−2

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D66	TERRAIN	RESOURCE POTENTIAL MODIFIER
26	Deep and wide rift valleys	−1
31	Vast and frequent hurricanes	−1
32	Eerily colored dust plains	−1
33	Active volcanoes and lava fields	+1
34	Tall, gravel-strewn mountains	−1
35	Disturbing wind-cut rock formations	+1
36	Steamy vast plains, with hazy sunshine	±0
41	Extensive salt flats	+2
42	Huge impact craters	+2
43	Frozen tundra and snowstorms	−1
44	Bizarrely eroded wind-cut badlands	−1
45	Tornadoes across empty plains	−2
46	Rough terrain, permanently overcast with persistent rain	±0
51	Impressive coastline of fjords and cliffs	+1
52	Volcanic island chains	+1
53	Vast oceans	+1
54	Thermal springs and steam vents	+2
55	Steep-sided river gorges	−1
56	Fog banks on coastal archipelagos	±0
61	Huge rivers and vast river deltas	+1
62	Immense series of waterfalls	−1
63	Acidic oceans and acid rain	−2
64	Giant icebergs of water or some other element	−2
65	Oddly colored forests of alien vegetation	±0
66	Sweeping plains of giant grass	±0
71	Highly toxic but beautiful plant life	−2
72	Gently rolling grassland hills	±0
73	Dense seaweed teeming with fish-like creatures	+2
74	Toxic sea creatures float with the currents	−2
75	Insect-like creatures infest the region	+2
76+	Great beasts roam the landscape	+2

MODIFIERS TO THE TENS DIE:

- Abundant Life +2
- Some Scattered Life +1
- Water or Wet World +1
- Desert World −1
- Frozen World −1
- No Atmosphere −4

RESOURCE POTENTIAL

The resource potential of each region will help or hinder establishing a colony and modifies any prospecting that takes place. Roll D66, and modify the tens die by the Resource Roll Modifier of the regional terrain in question.

D66	RESOURCE POTENTIAL	POSSIBLE EXAMPLES
≤13	Abysmal: −2	There is nothing but useless muck here, the weather or environment makes operations impossible, and nothing can grow on land or in water.
14–26	Poor: −1	Resources are rare and low quality. Operations can be managed but will be tough and expensive.
31–46	Average: ±0	The region seems reasonable and may well be worth exploring.
51–63	Good: +1	This region is rich, and the land looks promising. Water is clean and good
64+	Superb: +2	This place is a garden of Eden, packed with resources. The land and water are fresh and fertile beyond all belief

PLANET PERSONALITY

Every planet is unique with a "personality" that can be felt by those stepping on it for the first time. Choose or roll D66 to see what aura shrouds this world.

D66	TERRAIN
11–13	Serene
14–16	Welcoming
21–23	Forgiving
24–26	Mischievous
31–33	Coldly indifferent
34–36	Forlorn
41–43	Brooding
44–46	Cantankerous
51–53	Resentful
54–56	Spiteful
61–63	Vengeful
64–66	Malevolent

YOUR COLONY

Colony expeditions are expensive. Even though the pay-off might be big, it's a risky long-term strategy, so it's likely you will be part of a government or corporate expedition. Your paymasters may have told you what kind of colony they want, and you have to find the right planet and make it work. Sometimes a syndicate of independent travelers, desperate to escape the shadow of the old worlds, can scrape up enough to outfit an expedition.

COLONY SPONSORSHIP

Colony expeditions may have more than one sponsor picking up the bills. Choose the sponsor(s) or roll:

2D6	NUMBER OF EXPEDITION SPONSORS
2–7	A single government or corporate sponsor
8–10	Two sponsoring organizations or governments
11–12	Three (or more!) sponsors

2D6	GOVERNMENT OR CORPORATION
2–3	Minor corporation (page 222 in the core rules)
4	Seegson (could be a "Sloppy Joe" set-up, page 84)
5	ICSC
6	Weyland-Yutani
7	Three World Empire
8	United Americas
9	Union of Progressive Peoples
10	Central Confederation of Africa
11	Lasalle Bionational
12	An independent consortium

COLONY MISSIONS

Your sponsors are going to want something in return for their investment, and unless your expedition is being sent to a specific planet that is already surveyed and well-understood, you will be sent with a colony mission in mind and orders to find a planet that suits your boss's wishes. Each expedition will have a primary mission as set by its sponsors. Choose or roll on the table below:

D66	PRIMARY MISSION
11–16	Terraforming
21–23	Research
24–26	Prospecting
31–32	Prison
33–36	Mining and Refining
41–43	New Frontier
44–46	Comms Relay
51–53	Military
54–64	Farming
65–66	Corporate or Government HQ

THE COLONY ATTRIBUTES

Every colony is measured by six numerical attributes and has a command team (PCs and/or NPCs) with influence over how well these attributes perform.

- **ECONOMY:** The financial health of the colony, the value of imports and exports and the "soft" economy, created by enterprising colonists themselves.

- **POTENTIAL:** The colony exists, in large part, to exploit the potential of this new world. This attribute covers the prospecting operations to find, and make the most of, that potential.
- **PRODUCTIVITY:** The industrial output of the colony, with factories, construction projects and mining operations, all delivered through the sweat of the common workers.
- **MAINTENANCE:** The mechanical health of the colony. Do the lights flicker? Does the water taste worryingly like metal? Do critical systems break down every day? Or does the colony hum like a well-oiled machine?
- **SCIENCE:** Research and innovation, science is essential for two things: analyzing the hazards of your new world and finding ways to manage them; and finding every scientific advance available and making a lot of money.
- **SPIRIT:** The spirit of the colony represents the atmosphere of the growing society and consists of both the morale of the people and the general level of law and order.

Each attribute is measured by a number that can be as low as one and has no theoretical upper limit. The attribute scores will grow as the colony develops.

COLONY ATTRIBUTES IN PLAY

Attributes do not only apply to the development of the colony. In play, they can be used by the GM to determine how the colony as a whole responds in certain situations. In these cases, the colony would roll a number of Base Dice equal to the relevant attribute, and its ability to cope or its reaction as a community would be driven by the number of successes scored on that roll.

COLONY DEVELOPMENT

The colony's Development Level is measured by totaling all the attribute ratings into one score. This level dictates how many colony initiatives can be progressed during any one six-month period of time, called a Cycle (page 286). The lowest Development Level, for a colony that's brand new and just starting out, is officially classified as Inceptor. There are five more levels of development that reflect the status and profitability of the colony.

ATTRIBUTE TOTAL	DEVELOPMENT LEVEL	POLICIES	INSTALLATIONS
6–30	Inceptor	1	1
31–40	Anchoring	1	2
41–53	Expanding	2	2, at least 1 Project
54–68	Established	2	3, at least 1 Project
69–85	Exploitable	3	3, at least 1 Project
86+	Free-standing	Not really a colony anymore, your job is done!	

COLONY INITIATIVES

A colony can only grow and thrive if its leadership and people help it develop. They do this by choosing and running initiatives that influence the health and strength of the colony's attributes. There are three types of initiative:

- **POLICY:** An approach to life that will encourage certain behaviors within the population, a policy costs nothing to implement but once chosen it lasts for two full Cycles and cannot be changed until those two Cycles are complete.
- **INSTALLATION:** A physical asset or facility that delivers a specific and ongoing capability for the colony. An Installation is built once, and its effect is always available or applied every Cycle thereafter. It has a build cost of one point of the relevant attribute to which it applies.
- **PROJECT:** A short-term initiative intended to resolve an immediate need rather than a long-term venture, projects cost one Economy to run, and last for one Cycle.

A colony of a certain development level will get to start a number of initiatives at the beginning of each Cycle, as shown on the table to the left. ■

POLICIES, INSTALLATIONS & PROJECTS

	POLICIES	INSTALLATIONS	PROJECTS
ONE OFF COST TO COMMISSION	None	−1 to the relevant attribute	−1 Economy
ECONOMY	**LOW TAX RATE:** Encourage more trade through a super low tax. ▸ +1 Economy ▸ +1 Spirit ▸ −1 Science	**MARKET PLACE:** Need to have somewhere to hawk your goods. ▸ +1 point to an attribute, rolled randomly	**SUPPLY RUN:** When running low you must call the Company to send a supply ship or two. ▸ +1 Economy ▸ +1 Maintenance
	FREE ENTERPRISE: It's each colonist for themselves, let capitalism save us all. ▸ +2 Economy ▸ +1 Potential ▸ −1 Science ▸ −1 Maintenance	**TOOLING WORKSHOP:** A place to build small vehicles and tools. ▸ The colony can build its own tools and small vehicles (if combined with the Tractor Assembly the colony can build small low orbit vessels).	**CARTELS:** Trade works best when you can control the supply, the market and the price... ▸ +2 Economy ▸ +1 Productivity ▸ −1 Spirit
	COLLECTIVISM: We are better off working together and pooling our wealth, for the good of the colony. ▸ +1 Economy ▸ +1 Productivity ▸ −1 Potential	**A.I. UPGRADES:** The colony's operating system has been enhanced and all aspects of colony life benefit from the extra computing power. ▸ Any one Command Crew roll during the End of Cycle can be Pushed.	**RAW MATERIALS:** They aren't worth much but it's all we can get our hands on—let's dig those raw materials up and sell them back to the Company. ▸ +3 Economy ▸ +1 Potential ▸ −1 Maintenance ▸ −1 Productivity
	LAB-GROWN RATIONS: If food is running low we have to ration it for the good of the colony. ▸ +1 Economy ▸ +1 Science ▸ −1 Spirit	**BANKING SERVICES:** A place for corporations to work their magic, with whizzy schemes to further indebt the workers. ▸ +1 modification for the Corporate Director's roll at the End of Cycle	**CLOSE MONITORING:** A sustained period of watching the workers is surely going to help find any troublemakers. ▸ +2 Economy ▸ −1 Spirit ▸ −1 Potential
POTENTIAL	**FINDERS KEEPERS:** Get out there and find what this place has to offer—we guarantee it's yours to sell once we have assessed it. ▸ +2 Potential ▸ +1 Science ▸ −1 Productivity ▸ −1 Maintenance	**TRACTOR ASSEMBLY:** You can't prospect or farm all that land if you don't have any working rovers or tractors... ▸ The colony can build its own tractors and industrial vehicles (if combined with the Tooling Workshop the colony can build small low orbit vessels).	**PROSPECTING SURVEY:** Drop everything and survey a new part of the world, cuz you're not having much luck elsewhere. ▸ +2 Potential ▸ +1 Economy ▸ −1 Productivity
	BIG BONUSES: Go out and find stuff for us—whatever it is we'll pay big. ▸ −1 Economy ▸ +1 Productivity ▸ +1 Spirit	**TRAFFIC CONTROL:** Bringing order and orbital support to your colonists when in transit is a great benefit and prevents those pesky mid-air collisions. ▸ +1 modification to PILOTING rolls when traveling within range of the colony.	**ORBITAL MAPPING:** What better way to survey a big chunk of this rock? ▸ +3 Potential ▸ +1 Science ▸ −1 Economy ▸ −1 Maintenance

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	POLICIES	INSTALLATIONS	PROJECTS
ONE OFF COST TO COMMISSION	None	−1 to the relevant attribute	−1 Economy
	ALL HANDS ON DECK: We must keep those farms working, fix the tractors, service their suits, and keep working! ▸ +1 Potential ▸ +1 Maintenance ▸ −1 Economy	**PROSPECTING DRONES:** Automated drones go out and do the legwork, so your wildcatters can go straight to the hot finds. ▸ +1 modification to **OBSERVATION** rolls when prospecting	**EXPERT WILDCATTERS:** The prospectors here are busy up to the eyeballs, so why not buy-in some off-planet expertise to do some heavy lifting? ▸ +2 Potential ▸ +1 Productivity ▸ −1 Science
	DESTRUCTIVE PRACTICES: Fracking, mantle breaking, explosive mining: it's all acceptable as we strip this planet clean. ▸ +1 Potential ▸ +1 Productivity ▸ −1 Spirit	**DEEP CORE SAMPLING:** Deep core sampling is a great way to hit paydirt deep beneath the surface. ▸ +1 modification for the Prospector General's roll at the End of Cycle	**OFFWORLD ADVERTISING CAMPAIGN:** Let's get volunteers to come and join us... ▸ +1 Potential ▸ +1 Spirit
PRODUCTIVITY	**DOUBLE SHIFTS:** When the work has to be done sometimes there's no option but to go to double shifts all round. ▸ +1 Productivity ▸ +1 Economy ▸ −1 Spirit	**FACTORIES OR FARMS:** Always going to need factories or farms... ▸ +1 modification to **HEAVY MACHINERY** tests that relate to the workings or output of the colony	**MINING OPS:** New opportunities have opened up so get out there and make the most of it! ▸ +2 Potential ▸ +1 Productivity
	MASS PRODUCTION: Don't worry about that fancy stuff, just pump out masses of the cheap shit. ▸ +1 Productivity ▸ +1 Maintenance ▸ −1 Potential	**EQUIPMENT WORKSHOP:** It helps if you can make your own compression suits, survival gear, and some light protection weapons too. ▸ The colony can manufacture light equipment and products.	**INDUSTRIAL SURVEYS:** The local wildcatters are lazy. Send an industrial team out to do some real surveying. ▸ +2 Potential ▸ +1 Science ▸ −1 Maintenance
	ADVANCED INDUSTRY: Anyone can mass produce crap, here we will focus on the high-end stuff we can't get from elsewhere. ▸ +1 Productivity ▸ +1 Science ▸ −1 Economy	**ROBOTIC SYSTEMS:** Robotic workers might increase productivity but they put some people out of a job. ▸ +1 modification for the Union Steward's roll at the End of Cycle	**OUT TO TENDER:** There's too much work and too little time. Let's flash some cash and get contractors in to do the job for us. ▸ +3 Productivity ▸ +1 Maintenance ▸ −1 Economy ▸ −1 Spirit
	ZERO TOLERANCE: There's no space for illness or family life, zero tolerance for anything other than the success of the colony. ▸ +2 Productivity ▸ +1 Economy ▸ −1 Spirit ▸ −1 Science	**COLONY P.A. SYSTEM:** What better way to make sure the people hear what you want them to hear. A happy worker is an efficient worker. ▸ +1 modification to **MANIPULATION** rolls when someone in authority or with influence tries to manipulate a crowd	**PRESS GANG ORDER:** A desperate way to increase the working population by getting the Corporation to round up ne'er-do-wells and ship them out. ▸ +2 Productivity ▸ +1 Economy ▸ −1 Spirit

	POLICIES	INSTALLATIONS	PROJECTS
ONE OFF COST TO COMMISSION	None	−1 to the relevant attribute	−1 Economy
MAINTENANCE	**HOME CARE PACKAGE:** If the people fix up their homes themselves it makes the maintenance job a mite easier. ▸ +1 Maintenance ▸ +1 Spirit ▸ −1 Productivity	**MAINTENANCE CREWS:** Let's employ more workers to keep this place in good running order. ▸ +1 modification for the Chief Engineer's roll at the End of Cycle	**EMERGENCY REPAIRS:** Something's gone bad somewhere, the maintenance team must throw everything at it right away. ▸ +2 Maintenance
	WORK ROUND THE CLOCK: There's too much to do but it's gotta be done—just keep at it 24/7. ▸ +2 Maintenance ▸ +1 Productivity ▸ −1 Potential ▸ −1 Spirit	**AUTO REPAIR PROTOCOLS:** Important systems can diagnose and repair themselves. ▸ +3 modification whenever the colony needs to make a Maintenance attribute roll to resist the effects of disasters like earthquakes and storms	**TRAINING PROGRAMS:** Let's train the colonists to do some basic repairs themselves. It's an effort up front but the benefits will be felt down the road. ▸ +2 Maintenance ▸ +1 Spirit ▸ −1 Productivity
	THE BARE BONES: There's too much shit that needs attention, so just focus on keeping the wind out and the lights on. ▸ +2 Maintenance ▸ −1 Science	**RESILIENT SYSTEMS:** Why not make our colony out of systems that don't break down half so much? That way the maintenance job is much easier... ▸ +1 modification to COMTECH rolls when performing colony repairs or maintenance tasks	**CONTRACT MAINTENANCE:** Our team can't cope, so let's buy in an offworld company to come and fix things up. ▸ +2 Maintenance ▸ +1 Productivity ▸ −1 Economy
	SAFETY FIRST: We get nowhere unless the colony keeps us all safe and secure. ▸ +1 Maintenance ▸ +1 Spirit ▸ −1 Productivity	**INSTALLATION HARDENING:** The colony is prone to breaking down. Adding layers of armor or steel supports can only be a good thing. ▸ You may re-roll one End of Cycle Colony Incident roll.	**NEW OFFWORLD SUPPLIERS:** You don't have to take the crap the Company sends, you can source your own supplies and get better stuff more cheaply. ▸ +3 Maintenance ▸ +1 Economy ▸ −1 Potential ▸ −1 Science
SCIENCE	**ANYTHING GOES:** Ethics? What about them? Scientific discovery is the master and we don't let silly things like ethics get in the way... ▸ +1 Science ▸ +1 Economy ▸ −1 Spirit	**QUARANTINE BAY:** There's a lot of unknown shit out there so having a quarantine system is a no-brainer. ▸ +1 modification for the Science Advisor's roll at the End of Cycle	**FOCUSED ANALYSIS:** Something needs all our attention for a short span, so make it so! ▸ +2 Science ▸ +1 Economy ▸ −1 Productivity
	HOME INVESTIGATION: Focus on the discoveries this new planet has to offer. ▸ +1 Science ▸ +1 Potential ▸ −1 Maintenance	**ADVANCED MEDICAL CENTER:** A long way from Gateway Station, it's good to have first rate medical facilities on hand. ▸ +1 modification to MEDICAL AID rolls when in the colony	**SOCIOLOGY PROJECTS:** This world-building venture is still new, it's well worth studying the effects on those who are building these new worlds. ▸ +1 Science ▸ +1 Spirit

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	POLICIES	INSTALLATIONS	PROJECTS
ONE OFF COST TO COMMISSION	None	−1 to the relevant attribute	−1 Economy
	SHARING IS CARING: It might be a risk but our research will go a lot faster if we share our findings with our corporate and government colleagues back home. ▸ +1 Science ▸ +1 Potential ▸ −1 Economy	**ADVANCED RESEARCH FACILITY:** How can we make the discoveries we are here to make if we don't have the best equipment? ▸ +1 modification to **OBSERVATION** when involved in scientific analysis	**PASS UP THE CHAIN:** There's some research that is too hot to hold—it needs to be sent to the Company in full. ▸ +3 Science ▸ +1 Economy ▸ −2 Potential
	FAMILY PLANNING: Have kids! ▸ +2 Science ▸ +1 Spirit ▸ −1 Productivity ▸ −1 Maintenance	**PHARMACOLOGY LAB:** A pharmacology unit and factory that can produce a variety of chemicals. ▸ The colony can synthesize drugs and medical supplies	**RELAXED SAFETY PROTOCOLS:** Progress is much faster if you don't follow pages and pages of pointless safety measures. ▸ +2 Science ▸ +1 Potential ▸ −1 Spirit
SPIRIT	**HEALTH SCREENING:** Taking care of the peoples' health is good for everyone. ▸ +1 Spirit ▸ +1 Economy ▸ −1 Potential	**COMMAND CREW RADIO STATION:** A local radio station that broadcasts official information gets listened to... ▸ +1 modification for the Colony Supervisor's roll at the End of Cycle	**ENTERTAINMENT OFFICER:** At holiday time it's important to have fun and create a happy sense of community. ▸ +2 Spirit ▸ +1 Productivity ▸ −1 Science
	OPEN DOOR POLICY: Anyone can knock on the command team's door and tell them what's what. ▸ +1 Spirit ▸ +1 Potential ▸ −1 Productivity	**RECREATIONAL FACILITIES:** All work and no play makes Jane a shit worker. ▸ +1 modification for the Civil Marshal's roll at the End of Cycle	**PUBLIC MEETINGS:** Let's tell the people what's going on, keep them informed and let them have a say! ▸ +2 Spirit ▸ +1 Potential ▸ −1 Productivity
	INTERDEPARTMENTAL GAMES: A competition of various games, to get the different departments mixing, can only be good for morale. ▸ +3 Spirit ▸ −1 Maintenance ▸ −1 Science	**EMERGENCY SHELTERS:** Life can be deadly, and having a safe haven to escape to makes everyone feel better. ▸ The colony has emergency shelters with power, food and cryosleep pods. +1 modification to **SURVIVAL** rolls at the colony	**WELLBEING CAMPAIGN:** Encourage the colonists to look after themselves, have a good work-life balance and seek health and welfare advice. ▸ +1 Spirit ▸ +1 Science
	COMMUNAL LIVING: Living close to each other can be hard, but if you're a real community then it's expected. ▸ −1 Spirit ▸ +1 Maintenance ▸ +1 Economy	**DETENTION CENTER:** If all else fails... ▸ +1 modification to **MANIPULATION** when interrogating a prisoner	**MARTIAL LAW:** What the Marshal says goes—they're in charge now. ▸ −1 Spirit ▸ +1 Economy ▸ +1 Productivity ▸ −1 Science

THE COLONY COMMAND TEAM

The command team are not only in positions of authority in the colony but are each responsible for a specific attribute and how that develops, with a key skill that applies to their attribute. The team is led by the Colonial Supervisor, the only officer who can influence all the attributes.

In order of Command authority:

- **THE COLONIAL SUPERVISOR:** Usually a government appointee, in overall command. This job can influence all the colony attributes, and the key skill is **COMMAND**.
- **CORPORATE DIRECTOR:** Always a corporate appointment, this role is responsible for economic affairs and keeps an eye on the company's investment. The Corporate Director is responsible for the Economy attribute, and the key skill is **MANIPULATION**.
- **CIVIL MARSHAL:** Responsible for law and order and the well-being of the colony's people. The Marshal takes responsibility for the colony's Spirit, and the key skill is **COMMAND**.
- **PROSPECTOR GENERAL:** Responsible for making the most of the colony's Potential. The key skill is **OBSERVATION**.
- **UNION STEWARD:** The voice of the workforce and responsible for the colony's output. However, while this post is in the command chain it is a notional corporate nod to the workers, and carries no real authority. The Steward is responsible for Productivity, and the key skill for this job is **HEAVY MACHINERY**.
- **CHIEF ENGINEER:** Responsible for the smooth running of the colony, and the colony's Maintenance attribute. The key skill is **COMTECH**.
- **SCIENCE ADVISOR:** Leads all scientific research that both benefits the colony and will bring a substantial dollar return. Responsible for the Science attribute, the key skill is **OBSERVATION**. ■

THE COLONY IN PLAY

You can start your campaign with an established colony your players already call home or with them about to arrive to start their new lives. In this case the GM should generate the system, planet, colony, and the command team in advance of your first session. Then move on to the section The Colony Cycle on page 286.

Alternatively, you can start your campaign with the PCs about to embark on their journey, looking for a new home and surveying as they go. This makes for a thrilling first session as the players search the heavens, discovering the wonders and dangers of the world they are about to make home.

When having found the planet to colonize, follow these steps:

1 The PCs choose which region of the planet they wish to colonize.
2 Determine the starting attributes of the colony, rolling D3+1 per attribute. These scores are then modified by the expedition's primary mission (page 286) and the resource potential of the region (page 278) in which the colony is established.
3 Determine the colony's starting Development Level, by adding together all the attribute scores and comparing the total to the table on page 280. A new colony is almost certainly going to be an Inceptor level settlement—just established and still finding its feet.
4 Determine the colony's starting policies, installations and projects. The colony will be able to initiate a number of these initiatives depending upon its Development Level. These should be chosen by the players, and any costs and bonuses are applied to the attribute scores immediately.
5 Establish the colony command team. The player characters may take these roles, with the GM's approval. Command NPCs are important in the running of the colony.

PRIMARY MISSION ATTRIBUTE MODIFIERS

COLONY MISSION	ECONOMY	POTENTIAL	PRODUCTIVITY	MAINTENANCE	SCIENCE	SPIRIT
Terraforming	−1	+2	±0	−2	+1	−2
Research	±0	±0	−1	−1	+2	+1
Prospecting	+1	+2	±0	−1	±0	+1
Prison	−1	±0	±0	−1	±0	−2
Mining and Refining	+1	−1	+2	±0	±0	−1
New Frontier	±0	+2	±0	±0	±0	+1
Comms Relay	±0	±0	±0	−1	±0	±0
Military	±0	±0	±0	−1	−1	±0
Farming	+1	±0	±0	−1	±0	+1
Corp or Govt HQ	±0	±0	±0	±0	±0	−1

HOW MANY FOLKS?

We have not included rules to track the population of your colony. Many colonies would be set up with only dozens, or a few hundred, colonists. Others would involve huge colony ships with thousands of colonists and any number of embryos aboard. But this doesn't mean they can all immediately set up home on the new colony. An advance party would be revived from hypersleep to set up the colony, and additional colonists would only be revived when there's space and a need for them. As such, the colony progression as described will work for any colonist scenario you want, and it's up to the GM to decide the size of your campaign's expedition.

THE COLONY CYCLE

The colonist's story is one of opportunity and adventure, but it's also one of hard work and the passage of time. To reflect this, colony campaigns work to a Cycle. Each Cycle lasts six months in game time and allows for two things to happen. First, the players will take forward their adventures in the usual way, through two or three scenarios or gaming sessions. Second, after those stories are concluded, that period of six months will pass, and the Cycle completes.

The End of Cycle process tells the players how well the colony has performed, through a short series of dice rolls and skill tests and is the opportunity for the players to decide what initiatives they should run during the cycle to come. By following this process, the individual stories told by the players progress well, and the colony grows in an appreciable way as the game develops.

The End of Cycle is divided into four phases, described below.

PHASE 1—COLONY INCIDENTS: Over the last six months a lot may have happened around the colony. These incidents are managed by rolling on the Colony Incidents Table (next page). For each of the global or regional effects listed below, the colony is subjected an extra D66 roll. Keep the highest result.

- **GLOBAL RADIATION:** Strong or Extreme
- **GLOBAL ATMOSPHERE:** Corrosive
- **GLOBAL CLIMATE:** Frozen, Hot or Burning
- **ANY OF THESE REGIONAL EFFECTS:** Howling outgassing, many earthquakes, hurricanes, active volcanoes, tornados, or acid rain.

COLONY INCIDENTS

D66	EVENT	OUTCOME
11	Everything has gone so smoothly this world-building job seems easy.	+1 to all attribute scores
12	The weather has been kind, and everyone has been enjoying the opportunities this brings.	Maintenance +2, Science +1, Potential +1
13	Baby boom, the colonists are happy, and it shows.	Spirit +2, Productivity +1, Economy +1
14	A small earthquake has uncovered previously unknown resources.	Science +2, Potential +2
15	A corporate executive sails into town to inspect progress. It keeps the corporates busy and brings a buzz to the place.	Economy +1, Spirit +1, Productivity +1
16	A new power-saving initiative has seen reserves flourish. The colony's systems are working as well as anyone can remember.	Maintenance +2, Productivity +1
21	Some disruptive elements had started to cause trouble, but the Marshal quickly put these troublemakers in their place	Spirit +1, Economy +1
22	New working practices have made the factories more efficient and the workers happier.	Productivity +1, Spirit +1
23	Some new lab technicians arrived on the last inbound colony ship and have taken to working here as if they were born to it.	Science +1
24	A chance finding by a lone wildcatter has spotted something valuable to exploit and exploit it we will!	Potential +1
25	The maintenance crews have been working like a dream and the base is spick and span and running with ease.	Maintenance +1
26	Unexpected supply run—the Company has obviously either made an accounting error or is being unusually generous.	Economy +1
31–46	All is quiet and the colony keeps rolling from one day of work to the next.	Nothing
51	Recent surveys have been coming up with nothing. People are starting to talk, saying maybe this wasn't the right place to settle after all...	Potential –1
52	Someone hasn't been doing their job properly, and a lot of data has been lost.	Science –1
53	There's tension in the air and good people are reluctant to venture out after the shift hours are done.	Spirit –1
54	A corporate exec flew in and created hell about the state of the colony. The focus on nit-picking tasks has put the maintenance crews behind.	Maintenance –1
55	Something has gone badly wrong in accounting. It might just be an error, but maybe the Company is skimming the profits, or something more criminal.	Economy –2
56	A dispute has boiled over and the workers have put down tools. Relations have soured and people don't think the Union Steward handled it well.	Productivity –1, Spirit –1
61	Inconceivably, one of the satellites has been lost, burning up in the atmosphere. Fingers are pointed at the Prospector General..	Potential –2, Science –1
62	Tensions have been boiling over and the Marshal hasn't been able or willing to contain it. There's been violence on the streets and brawling in the bars.	Spirit –1, Potential –1, Productivity –1
63	A disease ravages the colony, taking a terrible toll before it's brought under control.	Spirit –2, Science +1, Productivity –2, Maintenance –1. One of the NPC command team falls ill.
64	A failure somewhere has led to a lack of key supplies and spares for the colony. Systems have broken down and people can't do their jobs.	Maintenance –2, Productivity –1, Economy –1
65	Terrible weather has battered the colony.	Spirit –1, Science –1, Economy –1, Maintenance –1
66	Terrible accident at the Colony.	An NPC in the command team is killed, all current attribute scores are reduced by 1.

THE COLONY CYCLE *Cont.*

PHASE 2—THE COMMAND TEAM DOES ITS JOB: Each member of the command team has an attribute for which they are responsible, and a key skill that applies to it (page 285). They (either PC or NPC) each make a skill test against the key skill for their job, to see how they have performed. These rolls cannot be pushed but they can gain a bonus of up to +3 dice for assistance from other colony workers and may have other modifiers at the GM's discretion.

If the roll fails, the relevant attribute rating is reduced by 1. If the roll achieves one success, there is no change to the attribute rating. If the roll achieves two or more successes, the relevant attribute is increased by 1.

The rule is different for the Colony Supervisor, as they have greater impact and can influence any attribute. If the Colony Supervisor fails their roll, the colony loses two points, from attribute rolled randomly. If the Colony Supervisor succeeds with one success, there is no change. If the Colony Supervisor succeeds with two or more successes, the colony gains two points, added to random attributes.

PHASE 3—GROW OR DECLINE: A colony develops to the next stage when its Development Level total reaches the next threshold (page 280). The colony immediately gains the benefits of being a more developed facility:

- The colony can now commission more initiatives per Cycle than before.
- The colony has made a break-through in its primary mission, as decided by the GM (for example, a terraforming colony might see an improvement to the planet's atmosphere score by one point).
- Each PC gets a reward of their choice, to be agreed upon with the GM. This could be a new job, or a bonus or promotion in the current one, or the granting of a specific favor.

It is possible that the Development Level of the colony goes down, and if so, the colony immediately reverts to that lower level:

- The colony must manage with the lower number of initiatives.
- There has been some terrible set-back in the colony's primary mission, as decided by the GM.
- The players lose out on something important, as decided by the GM.

If any colony attribute is reduced to zero at the end of a Cycle, the colony fails. Perhaps supplies run out, the local environment proves too tough to resist or political infighting causes the settlement to implode, but the colony is done for and disbands over the next Cycle. What this means for the PCs and their survival is up to the GM to decide.

PHASE 4—COLONY INITIATIVES: There are two ways of managing this process, depending upon your style of game:

1. Regardless of whether any PCs are members of the colony command team, the players make the choices for the colony as a whole.
2. If there are no players on the colony command team, the GM decides any new initiatives until a player takes up a position of responsibility. ■

STORIES OF COLONY LIFE

Colony life can be mundane and back-breaking blue-collar work, toiling to earn your shares and gain those all-important bonuses. But between the sweat, the aching muscles, the broken-down machinery and faulty emergency wiring, there are many other stories waiting to be told if you just know where to look.

THE PLANET STRIKES BACK

The planet is a key character in a colony campaign, so don't forget to make the most of it. The place the PCs now call home has many characteristics that can be the inspiration for challenging stories of exploration, wonder and survival. Each region will have features just waiting to be explored or to heap disaster upon your PCs' heads.

PRIMARY MISSIONS

The colony's primary mission may not be at the forefront of the PCs' thinking as they play through scenarios on their new world. But these missions provide the backdrop for the entire campaign and should feature from time to time. Keep the colony's primary mission as an overarching theme of the campaign.

COLONY INCIDENTS

The colony incidents rolled during the End of Cycle can also bring story hooks for future scenarios. Make the most of these incidents and roll them into your campaign.

PC CHOICES

During the End of Cycle, the players will choose policies, installations, and projects to help develop the colony. These initiatives build the colony from a mechanical standpoint and are also story hooks in themselves.

POLITICS

There will be maneuvering for political advantage in a colony of any size, especially where more than one sponsor is jockeying for primacy. There are many story opportunities in the rivalry between competing sponsors. On top of that, the command team may be more or less popular, or seen as expert or incompetent. Power can be seductive and alluring, and people kill to keep it. ■

COLONY TITLE

LOCATION

MISSION

ESTABLISHED

CYCLES

SPONSOR

POPULATION

DEVELOPMENT LEVEL

ATTRIBUTE	OFFICER	CURRENT ATTRIBUTE STATUS
COMMANDER *Colony Supervisor*		
ECONOMY *Corporate Director*		
POTENTIAL *Prospector General*		
PRODUCTIVITY *Union Steward*		
MAINTENANCE *Chief Engineer*		
SCIENCE *Science Advisor*		
SPIRIT *Civil Marshal*		

DEVELOPMENT LEVEL TOTAL

DEVELOPMENT LEVEL

Inceptor (6–30)	Anchoring (31–40)	Expanding (41–53)	Established (54–68)	Exploitable (69–85)	Free-standing (86+)

COLONY POLICIES

COLONY INSTALLATIONS

COLONY PROJECTS

COLONY SHEET

SOLAR SYSTEM

PARENT STAR

SURVEYED PLANET POSITION

GAS GIANTS

ROCKY PLANETS

ICE PLANETS

ASTEROID BELTS

RADIATION

HYDROSPHERE

ATMOSPHERE

DAY LENGTH

PLANET SIZE

AXIAL TILT

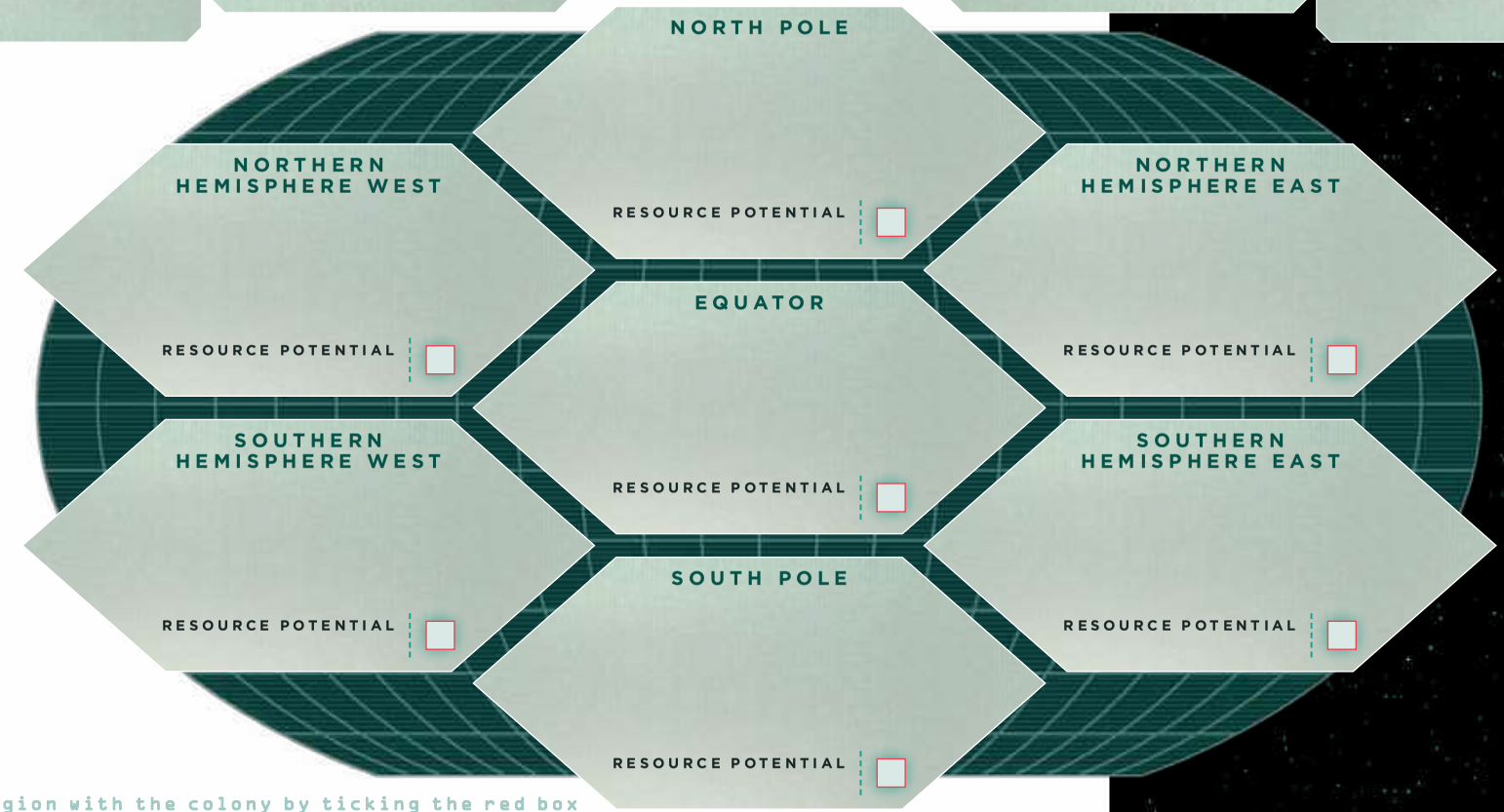
GLOBAL FEATURE

CLIMATE

ORBITAL PERIOD

GRAVITY

PLANETARY PERSONALITY



Mark the region with the colony by ticking the red box

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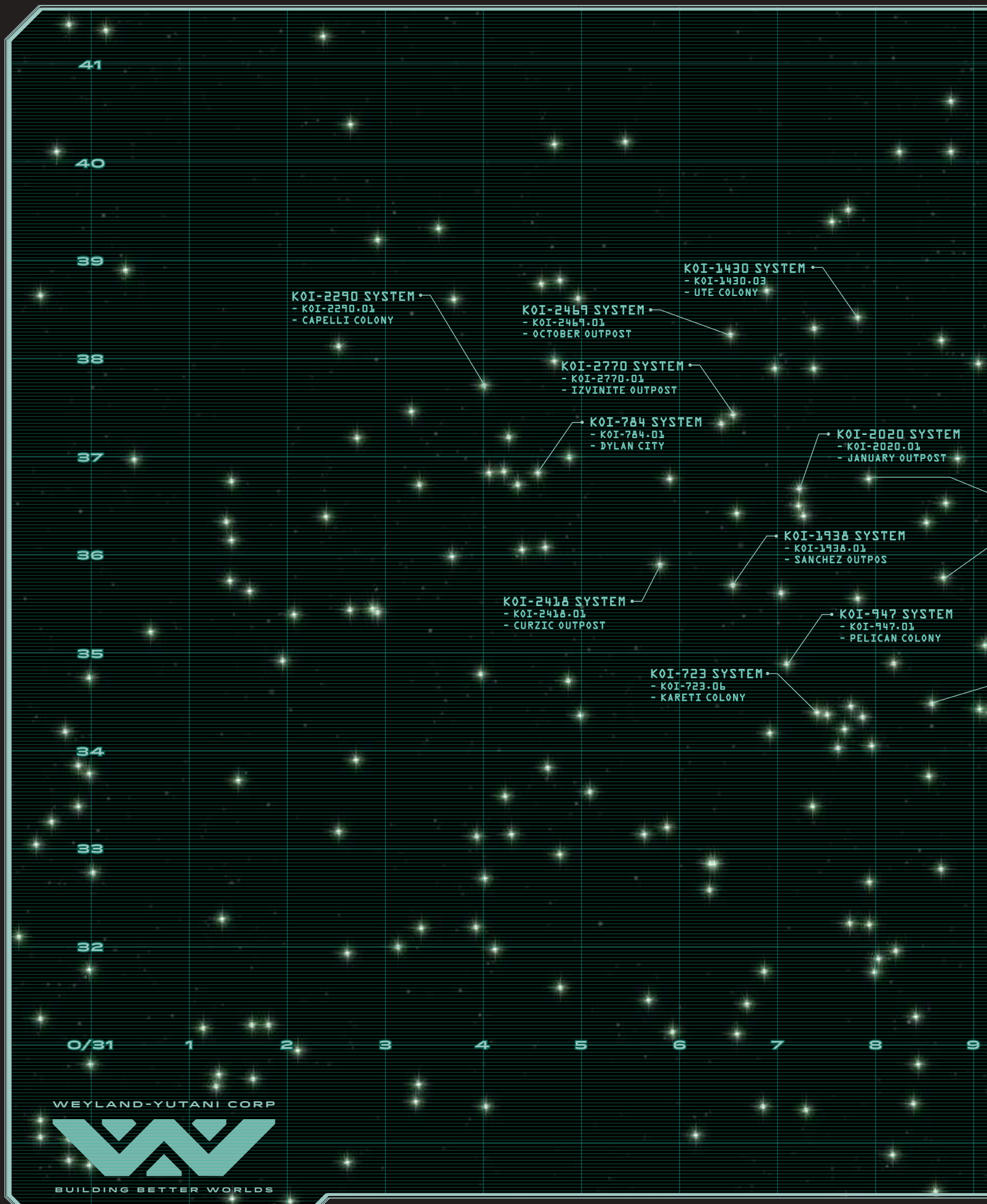

WEYLAND-YUTANI CORP

BUILDING BETTER WORLDS

THE FAR SPINWARD COLONIES

2183

ONE SQUARE = 1 PARSEC
(3.26 LIGHT YEARS)

STARSHIP TRAFFIC CONTROL

KOI-1739 SYSTEM
- KOI-1739.01
- JULY OUTPOST

KOI-1404 SYSTEM
- KOI-1404.01
- ARCHIMEDES COLONY

KOI-2650 SYSTEM
- KOI-2650.01
- GORHAM'S COLONY

KOI-1686 SYSTEM
- KOI-1686.01
- NIGHTINGALE COLONY

KOI-323 SYSTEM
- KOI-323.08
- PLATTE OUTPOST

KOI-1361 SYSTEM
- KOI-1361.01
- BLUEJAY COLONY

KOI-817 SYSTEM
- KOI-817.01
- BRAHMS OUTPOST

KOI-610 SYSTEM
- KOI-610.01
- MAY OUTPOST

10 11 12 13 14 15 16 17 18

All the wonder and danger of the stars is yours—if you can just wipe the grime off your face and dig the dirt out from under your fingernails first.

Airless moons circle swirling gas giants, eager to be transformed into tomorrow's paradise. Dark ancient mysteries wait to be unearthed beneath a millennium of debris. Searing solar flares boil your flesh and blacken your bones as you harness their power to light a hundred worlds. Long lost mysteries lie entombed in the frozen hearts of icy comets. Unstable tectonic plates shift to drown iridium mines in scalding lava.

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